

URD5-04

With A Twist

A One-Round D&D LIVING GREYHAWK[®] Duchy of Urnst Regional Adventure

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Version 1.1

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After the events of the last year regarding the treatment of the Rhennee in the Duchy of Urnst, there has arisen a need among the Rhennee to stop the oppression. The true question is what could “filthy bargefolk” offer in exchange for freedom from their oppression? A sequel to URD 1-09 On the Rocks and URD 4-05 Shaken Not Stirred for APLs 2-12.

Based on the original DUNGEONS & DRAGONS[®] rules created by E. Gary Gygax and Dave Arneson and the new DUNGEONS & DRAGONS game designed by Jonathan Tweet, Monte Cook, Skip Williams, Richard Baker, and Peter Adkison.

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Introduction

This is an RPGA® Network scenario for the Dungeons & Dragons® game. A four-hour time block has been allocated for each round of this scenario, but the actual playing time will be closer to three and a half hours. The rest of the time is spent in preparation before game play, and record-keeping after the game. The following guidelines are here to help you with both the preparation and voting segment of the game. Read this page carefully so that you know and can communicate to your players the special aspects of playing an RPGA scenario.

Preparation

First you should print this scenario. This scenario was created to support double-sided printing, but printing it single sided will work as well. There is enough room along the inside margin to bind the adventure, if you desire.

Read this entire adventure at least once before you run your game. Be sure to familiarize yourself with any special rules, spells, or equipment presented in the adventure. It may help to highlight particularly important passages.

When you run an RPGA D&D adventure we assume that you have access to the following books: the *Player's Handbook*, the *Dungeon Master's Guide*, and the *Monster Manual*. We also assume that you have a set of dice (at least one d4, d6, d8, d10, d12, and d20), some scrap paper, a pencil, an RPGA scoring packet, and your sense of fun. It is also a good idea to have a way to track movement during combat. This can be as simple as a pad of graph paper and a pencil, as handy as a vinyl grid map and chits, or as elaborate as resin dungeon walls and miniatures.

Keep in mind that you must have at least four players (not counting the judge), for the game session to be a sanctioned RPGA event. As well, you cannot have more than six players participating in the game.

Playing the Game

Instruct the players either to prepare their characters to participate in the adventure before the session begins, or wait until you read the introduction, depending on the requirements of the scenario as described in the introduction.

Once you are ready to play, it is handy to instruct each player to place a nametag in front of him or her. The tag should have the player's name at the bottom, and the character's name, race, and gender at the top. This makes it easier for the players (and the judge) to keep track of who is playing which character.

The players are free to use the game rules to learn about equipment and weapons their characters are carrying. That said, you as the judge can bar the use of even core rulebooks during certain times of play. For example,

the players are not free to consult the *Dungeon Master's Guide* when confronted with a trap or hazard, or the *Monster Manual* when confronted with a monster.

Some of the text in this scenario is written so that you may present it as written to the players, while other text is for your eyes only. Text for the players will be in bold italics. It's strongly recommended that you paraphrase the player text instead of reading it aloud. Some of this text is general and must be adapted to the specific situation or to actions of the player characters.

Tracking

After the players have completed the scenario or the time allotted to run the scenario has run out, the players and judge fill out the RPGA Tracking Sheet. The judge should complete the top of the form and list his name and RPGA number. The players should each list their name and RPGA number. After the form is filled out it should be given to the Event Coordinator.

LIVING GREYHAWK

This is a LIVING GREYHAWK Adventure. As a LIVING adventure it is expected that players bring their own characters with them. If players do not have a LIVING GREYHAWK character generated, get a copy of the current LIVING GREYHAWK character generation guidelines, and a character sheet from your convention coordinator or the RPGA Web site, and then have any players without a character create one. Once all players have a LIVING GREYHAWK character, play can begin.

Along with the other materials discussed in the Preparation section above that you are assumed to have in order to run a D&D game, it is also recommended that you have a copy of the *LIVING GREYHAWK Gazetteer*.

LIVING GREYHAWK Levels of Play

Because players bring their own characters to LIVING GREYHAWK games, this adventure's challenges are proportioned to the average character level of the PCs participating in the adventure. To determine the Average Party Level (APL):

1. Determine the character level for each of the PCs participating in the adventure.
2. If PCs bring animals that have been trained for combat (most likely being war horses, dogs trained for war), other than those brought by virtue of a class ability (i.e. animal companions, familiars paladin's mounts, etc.) use the sidebar chart to determine the number of levels you add to the sum above. Add each character's animals separately. A single PC may only bring four or fewer animals of this type, and animals with different CRs are added separately. Nevertheless, if a character has the Mounted

Combat feat, he may bring a single warhorse, light or heavy, with him in the adventure and it will not count toward the APL calculation.

- Sum the results of 1 and 2, and divide by the number of characters playing in the adventure. Round to the nearest whole number.
- If you are running a table of six PCs, add one to that average.

By following these four steps, you will have determined the APL. Throughout this adventure, APLs categorize the level of challenge the PCs will face. APLs are given in even-numbered increments. If the APL of your group falls on an odd number, ask them before the adventure begins whether they would like to play a harder or easier adventure. Based on their choice, use either the higher or the lower adjacent APL.

APL also affects the amount of experience and gold a PC may gain at the end of the adventure. If a player character is three character levels or more either higher or lower than the APL at which this adventure is being played, that character will receive only one-half of the experience points for the adventure. Further, if the PC is three character levels or more lower than the APL at which this adventure is being played, that PC will receive one-half gold for the adventure as well. This simulates the fact that either the PC was not challenged as much as normal or relied on help by higher-level characters to reach the objectives.

Further, a PC who is four or more levels higher than the highest APL supported by the adventure may not play the scenario unless the highest APL supported by the adventure is APL 12.

Note: LIVING GREYHAWK adventures are designed for APL 2 and higher. Four or five 1st-level characters may find difficulty with the challenges in a LIVING GREYHAWK adventure. If a group is APL 1 there are three things that the group can do to help even the score.

- Attempt to create a table of six 1st-level characters, or try to enlist higher-level characters to play at that table.
- Advise characters to buy riding dogs to help protect them, and fight for them. All riding dogs are considered trained to attack. PCs who want their dogs to attack must succeed at a Handle Animal or Charisma check (DC 10). Failure indicates that the animal will not attack that round. This is a move action (spoken command) that may be attempted

each round. If the animal is wounded or has taken any nonlethal damage or ability score damage, the DC increases to 12.

Time Units and Upkeep

This is a standard One-round Regional adventure, set in the Duchy of Urnst. Characters native to the Duchy of Urnst pay one Time Unit per round, all others pay two Time Units per round.

Mundane Animals Effect on APL		# of Animals			
		1	2	3	4
CR of Animal	1/4 & 1/6	0	0	0	1
	1/3 & 1/2	0	0	1	1
	1	1	1	2	3
	2	2	3	4	5
	3	3	4	5	6
	4	4	6	7	8
	5	5	7	8	9
	6	6	8	9	10
	7	7	9	10	11

Adventurer's Standard Upkeep costs 12gp per Time Unit. Rich Upkeep costs 50gp per Time Unit. Luxury Upkeep costs 100gp per Time Unit. Characters that fail to pay at least Standard Upkeep will retain temporary ability damage until the next adventure, must buy new spell component pouches and healer's kits, and may suffer other in-game penalties (or possibly gain in-game benefits) as may be detailed in this scenario.

A character who does not pay for at least Standard Upkeep may also avoid the above-described penalties by living off the wild. If the character possesses four or more ranks in the Survival skill and succeeds at a Survival check (DC 20), the character will heal temporary ability damage as if he or she paid for Standard Upkeep, may refill spell component pouches and healer's kits, and may restock up to 20 arrows or bolts if the character has at least four ranks in Craft (bowmaking). The player is allowed to Take 10 on this roll.

More information about Lifestyle and Upkeep can be found in the "Lifestyle and Upkeep" section of Chapter 3 of the *LIVING GREYHAWK Campaign Sourcebook*.

Adventure Background

URD1-09 - On the Rocks:

Five years ago House Saevil had paid a large amount of money and depleted their house resources to purchase a very expensive non-magical artifact called Eralie's Stone. The stone is of elven decent and is very old.

Disaster struck when the ship carting the artifact was attacked by pirates. The ship's captain was killed along with most of the crew. House Saevil hired a group of adventurers to salvage the artifact and bring it back intact.

The adventurers encountered a group of Rhennee scavengers who wanted to loot the abandoned ship under

rights of salvage. Although the artifact was eventually returned to House Saevil, the Rhennee have been held in bad light ever since.

Unknown to anybody is the fact that House Teranor had a great interest in the artifact, and attempted to take the artifact during the salvage operation. They ended up pulling back because they discovered that this was a case of mistaken identity. The truth is that Eralie's Stone is actually one of a few similar stones whose total number is currently unknown. House Teranor learned that this stone was not the specific one that they were looking for, and so they moved on to find the correct one.

At the same time, the Rhennee were attempting to get Eralie's Stone because they had a legend that these stones would somehow protect them in the future. Though they were unsuccessful in retrieving Eralie's Stone, they continued to look for other similar stones in the hopes that the legend would come true. They found Staru's Stone and hid it in an abandoned temple along the Nesser river for the time that the legends spoke of when it would be needed.

After URD1-09 – On the Rocks:

House Saevil started using their new stone as a way of gaining a financial hold over the Duchy by using it as collateral, and in the last five years has grown significantly in influence.

House Teranor on the other hand continued to do no good. They had been searching for the actual stone they needed for quite a while and had a few groups out looking for it. About a month later they found out about another stone, Staru's Stone. The information that they had gathered was that the stone may be linked to demonic and extra-planar powers. House Teranor decided to make an investment into this and sent one of their agents to the hidden temple where it was located, where they would guard it until the time of its need. They had plans to recover it, but shortly after finding the stone House Teranor fell from grace, so to speak, leaving their representative inside the temple.

The agent has been bound to a seven-year contract, and by this contract he is to wait for his next orders from House Teranor regarding what to do with this stone. His last orders were to stop anybody from taking the stone unless they were of house Teranor. He is an undead creature; once human member of the church of Syrul, he was transformed into a necropolitan under the terms of his contract. He was to serve the house for seven years as payment for the transformation. He has been in the temple for five years now, and has been unable to leave the temple until he receives further orders (or his contract becomes void).

The temple itself is very old, created long ago by the Suel when they first arrived in this part of the Flanaess. In the temple there is a magical effect that keeps the water from flooding the temple, however this has started to break down. This effect remains active until the

artifact is removed, and at that point the temple will begin to flood. The artifact is hidden deep within the temple near a waterfall within the center of the temple.

The Suel who built the temple created a guardian for it: a crypt thing which guards the temple from intruders. It is under specific orders to let no one pass. However the Syrulite necropolitan took control of the creature using its power over the undead, and now it ignores only him.

Also in the time that has passed a fey creature called the Fossegrim has taken a liking to the waterfall in the temple, and to the temple itself. It is a creature that is much like a Dryad but tied to a waterfall instead of a tree.

URD4-05 – Shaken Not Stirred:

Four years later the next piece of the story unfolded. Since the events in URD1-09, House Saevil has been doing everything in its power to make life miserable for the Rhennee. As a part of this policy, a group of Rhennee were captured and imprisoned in the city of Leukish for what House Saevil determined to be a "serious" crime. Among the group was a young girl, Vetha Myrya, a very important figure among the Rhennee.

Lord Ellis Lorinar's attention was drawn to this by Vetha Darla Seldoye. He then asked a group of adventurers to enter into the prison and find the Rhennee group. The adventurers agreed and entered into the prison. There they learned of the corruption of the prison as well as the fate of the Rhennee, who had had been illegally sold to a group of pirates for amusement in a gladiator pit. The adventurers rescued the young girl, along with her party.

After URD4-05 – Shaken Not Stirred:

With Vetha Myrya back in the protected hands of the Rhennee, the time has come for the Rhennee to make their next move, which is to gain a noble house protector to ensure that the events of URD4-05 were not to be repeated.

At this point in time the Rhennee are concerned about the treatment that they have been receiving by many of the houses in the Duchy. They want to live under the protection of a noble house to ensure that there will be no further interruptions in their affairs.

Vetha Karedaiva in Leukish was assigned the task to seek out some trustworthy adventurers for advice as to which noble houses would be suitable for such business dealings.

Adventure Summary

Introduction: PCs who have the Minor Favor with the Nyr Dyv Rhennee from URD04-05 Shaken Not Stirred receive Player Handout # 2 (this does not use up the favor). The other players have a strange dream (Player Handout #1) which will lead them to Leukish, and then out to Karedaiva.

From there they will be informed about the current mistreatment of the Rhennee and how they desire the help of the PCs to help find a house sponsor. They make it known to the PCs that the only item of any relevant value in this case is the Staru's Stone (the sister stone of Eralie's Stone from URD01-09). The PCs will be left to their own devices to find out which houses would be a good sponsor for the Rhennee.

Karedaiva will also give a fortune reading to those who wish it, which will give them the benefit of a minor spell for the duration of the adventure.

Encounter One: The PCs spend time around Leukish attempting to find a noble house that will sponsor the Rhennee in exchange for Staru's Stone. The similar Eralie's Stone is well known by many of the other houses due to the rumors that it made House Saevil very wealthy. The only houses that would take an active interest are the noble houses that deal with jewelry (DM's Aid 1).

Encounter Two: The PCs return to Karedaiva after finding a suitable protector for the Rhennee. She then explains the next part of the mission: she needs them to go and recover the stone from the temple it has been sealed in. She warns the PCs about the danger of the temple, and will give them safe passage on her barge as she and her crew make the trip to Seltaren.

On the second day of the trip they will reach the temple. The PCs will have to go for a little bit of a swim in order to reach the temple.

Encounter Three: After the PCs enter into the dungeon they must find their way through the temple to get the artifact. This encounter covers rooms 1 (encounter with crypt thing), 2 (statue of Geshtai), and 3 (nothing of interest).

Encounter Four: This encounter happens in room 4 of the temple. There is a boulder trap in the room and the PCs must deal with it.

Encounter Five: This encounter happens when the PCs move to room 5 of the temple. They will encounter the agent of House Teranor, and will have to deal with it. This can be a role-playing encounter, because it is not immediately hostile with the party; it will ask if they are members of house Teranor. If the PCs say no it attacks, but if they say yes it will talk with them about its mission and what to do next. Of course, it will also ask for proof

that they are members, and if they fail to present such proof, it attacks.

If the PCs manage to defeat the Teranor agent, they may be able to find a path to some hidden treasure in the room (encounter six).

Encounter Six: There is a trap on the treasure, but if the PCs retrieve the treasure they will get a special extra reward from Karedaiva at the end.

The treasure is a deck of cards that was meant to be made into a rare artifact called the Deck of Many Things, however over the centuries the magic that once filled the cards in preparation for enchantment has faded. Now it radiates faint Evocation, Necromancy, and Transmutation auras. There is no real way for the PCs to know that it is anything more than a deck of cards with lingering magical auras. The deck is useless now, but Karedaiva will be willing to buy the deck from the PCs for a good price (and a favor).

Encounter Seven: This encounter happens when the PCs reach room 6. They will see a waterfall leading into the basement of the temple. Down below is the artifact, and a Fossegrim which has inhabited the temple for a few years. It will be generally friendly towards them, and does not mean any harm to them. He will talk with them and give the party a moral decision as to what to do with the artifact. He will tell them that if they take it, the temple will flood, and if his waterfall disappears he will die. The PCs will need to be diplomatic with him, and offer to help him find a new waterfall.

Encounter Eight: The encounter happens when the PCs remove Staru's Stone from its altar in room 7. The temple will start to flood, and the forbiddance spell will go up encompassing the temple to prevent teleportation. The PCs will need to escape the temple before it floods. If the PCs have not dealt with the necropolitan by now, he will move to the entrance to the temple and attack the party.

Conclusion: If the PCs make it out successfully the Rhennee will be happy with the PCs. If the PCs found the extra treasure from the temple, the Wise Woman will offer to trade it for access to one of three Rhennee items. The PCs will also receive a favor from the noble house they chose as sponsors.

Preparation for Play

The Judge should take note of which players have played in the previous adventures: URD1-09 On the Rocks, and URD4-05 Shaken Not Stirred.

- Any PCs with Minor Favor with the Nyr Dyv Rhennee from URD 4-05 Shaken Not Stirred will receive Player Handout #2 in the introduction.
- Make note if any PCs are playing a noble of the Duchy of Urnst, and of which house. This may make a difference in Encounter 1.

- Note if any PCs have specific influence with the Veldeen Rhennee, or Wise Woman Karedaiva. It is possible that, even without influence, PCs may have a long and friendly relationship with the Veldeen, and with Karedaiva in particular. This won't directly affect the outcome, but will color the interaction between the PCs and the Rhennee.

Introduction

Provide **Player Handout #2** to any PCs with the Minor Favor of the Nyr Dyv Rhennee, and **Player Handout #1** to all other PCs. The dream (**Player Handout #1**) is the result of Karedaiva sending a message to the PCs through the use of a *Dream* spell, modified in a way so that PCs that don't normally sleep receive the dream when they are resting.

Once the players are settled, read the following (alter as necessary to account for PCs who received a note rather than a dream):

It was about a week ago that you had the strange dream, a dream that seemed to direct you to Leukish, which will hopefully help you to solve this mystery. While in Leukish searching for leads to this mysterious woman, you manage to locate the other people who were with you in this dream.

At this point have the PCs introduce themselves, and then continue on:

You easily conclude that the strange woman must have been a Vetha of the Rhennee, the wise women who counsel the bargefolk. It is said that they have mysterious powers and are able to read the water and see the future.

In your search, you find out that there is a Wise Woman in Leukish, Karedaiva of the Veldeen Rhennee. Her barge is set up in the port where she sells fortune readings.

At this point in time it is early morning, shortly after dawn. Allow the PCs to take actions as they choose. After the PCs decide to go to the barge read the following:

As you make your way down to the dock, you are able to locate the boat you are looking for. There are a number of Rhennee currently loading cargo onto their barge, cargo that appears to be rather heavy. The Rhennee boaters are of average size for their race and all appear to have strong backs. There are four of them and they are all wearing only red trousers, allowing you to see the exotic tattoos on their upper bodies. As you approach, two of them put down the box they were holding and look in your direction.

If the PCs continue to approach, or calls out to them continue.

"What is it that we have here?" One of the two calls out to your group, "What do you want, speak up!" He shouts.

These are the same group of Rhennee who are constantly seen in the "Night Where Nothing Happens Interactive". Some PCs might recognize them from those events, though they are usually drunk during that night. Because the "Night" is usually so profitable for the Rhennee, they are quite forgiving of even the most egregious offenses (that don't result in official enmity).

Once the PCs make it clear that they are there to see the wise woman, the four will take the PCs to her; they have been expecting a group such as this. When the PCs are taken aboard the barge to Karedaiva, read the following.

You are taken belowdecks to a door carved with many mystical symbols. Above it is the sign, "Fortune Teller Karedaiva: The Wise Woman" There is a faint red glow coming from under the door. Your escort knocks and opens the door for you.

The inside of the room is lavishly decorated in silks and velvets with Rhennee stories detailed upon them. On the ground are several fluffy pillows in a variety of colors. In the center of the room is a table with a crimson table cloth, and resting on a pillow on the table is a crystal ball.

There is a Rhennee woman sitting at the table looking into the crystal ball, wearing a loose black dress and exotic jewelry. The crystal ball is currently shedding a red light which is obviously the source of the red glow you saw outside.

Without looking up at you, the seer says aloud, "Please come in and have a seat; we have much to talk about. Would you like a cup of tea?"

Karedaiva will urge PCs whom she knew previously to drink the tea. PCs previously unknown to her will have to decide whether to drink or not on their own. Take note of which PCs drink the tea, for they will be able to receive a special gift from Karedaiva later on. When the PCs are ready to hear her story, read the following to them:

The voice of Karedaiva takes on a more melodic, soothing tone as she focuses into her crystal ball.

"I'm going to tell you a little story, a sort of fable you might say, if you didn't know better..." and then she starts to wave her hands around her crystal ball, revealing a sharp image inside.

If PCs want to, they may make a DC 16 Spellcraft to determine that she is casting silent image.

The image is that of a large stone with elven writing on it. Karedaiva clears her throat and speaks.

"This story starts about five years ago when the Noble House Saevil had verified the existence of an

elven stone rumored to be created long ago. The stone that was found was called Eralie's Stone. It was in the process of being transported to Leukish when the ship was dashed upon the rocks."

The image then changes to that of a shipwreck on a jagged outcropping of rocks near the shore of a beach with half of the boat submerged.

"House Saevil hired a group of adventurers to go explore the ship and return the stone to them. My people also attempted to retrieve the stone, but the adventurers found it and gave the stone to House Saevil."

The image once again changes, but this time to the symbol of house Saevil – a golden hand on a red and blue background.

"Since that time House Saevil has been targeting my people, the result of a grudge over our conflict regarding the stone. For five years our people have been falsely accused of things we did not do, and punished more severely than any Suel would be. Even our children have been imprisoned, never to see the light of day again."

The image changes to that of the face of a preteen Rhennee girl surrounded by a group of full grown Rhennee men. Barred doors can be seen closing in front of them.

"About six months ago a group of my people was rescued from pirates, whom the unscrupulous prison warden had sold them to, by a group of adventurers under the command of Lord Ellis Lorimar and Vetha Darla Seldoye. Even after this, our people continue to be falsely imprisoned, and I have been charged with solving this problem."

At this point she is willing to talk a little with the PCs about the information she just gave them before continuing. Here is some information about those events she just mentioned.

- Eralie's Stone is an old artifact, but it is not magical. It is finely made, and is being used by House Saevil to increase their financial position.
- The Little Girl shown in the image was Vetha Myrya, from the adventure URD4-05 Shaken Not Stirred.
- Darla Seldoye is a Rhennee Elder who has shown leadership over the affairs of the Rhennee, but is not the actual leader.
- She will not discuss who the leader of the Rhennee is, or if one even exists.
- Eralie's Stone was excavated in the north by an unknown merchant house. It was then to be shipped to Leukish via the Nyr Dyv.

Once the PCs are ready to continue, she will continue with the story:

The image in the crystal now changes to that of a stone very similar to the one that was originally shown.

"This is Staru's Stone, the sister stone of Eralie's. Eralie and Staru were husband and wife from ages past, both very skilled craftsmen. Their work is said to have rivaled that of the dwarves when it came to stone cutting. The two stones were made as a set and are prophesied to protect the Rhennee in some way. It has been a mystery to us how this would happen, though I think I may now understand."

The image in the crystal changes to show both stones.

"Eralie's stone was what caused the problem with House Saevil in the first place and House Saevil is retaliating against my people for attempting to claim the stone that they had bought.

"It has been said that the stones are fated to save the Rhennee. Perhaps we can use Staru's Stone to buy a protector for my people, somebody who will stop the oppression that we suffer from.

"We are willing to give Staru's Stone in exchange for our protection, and then everything should be solved. Your help is necessary to accomplish this as we need someone to negotiate on our behalf. You have been kind enough to hear me out; will you please help my people rise up from oppression?"

The light in the crystal fades, and she smiles at your group.

The PCs should agree to help her out; if they do not then it is the end of the adventure for them. If asked about gold or payment, Karedaiva looks a bit disappointed, but states that the PCs will be compensated for their troubles in the future. Once the PCs have agreed continue on.

Karedaiva smiles and looks at each of you with a sparkle in her eye.

"Good, good, then let's get down to business. The first thing that needs to be done is to find a noble house that will accept our offer. I was hoping you could take care of this because as we learned six months ago, our people are not looked highly upon. I will leave the judgment of the noble houses to you. I am sure you will make the right choice, but I have made a list of those that are the most likely to be interested in Staru's Stone."

She finishes with a smile on her face.

Karedaiva will hand the PCs a sheet of paper: **Player Handout #3.**

For APLs 2 – 6 continue:

“Ah, I almost forgot. The temple is underwater at some depth, so you may wish to ask for items that will help as part of your bargaining or make other preparations.”

After the PCs are done talking, Karedaiva will also offer to give the PCs who accepted some tea a free reading based upon the tea leaves in the bottom of their cups, a very old fortune telling practice. Determine randomly which of the following blessings each PC who accepts the reading gets. The effect will have a duration of four days. For all other purposes, treat these as though they are cast by a 14th level caster.

1: Protection – *shield of faith*

2: Fortune – *divine favor*

3: Hope – *aid**

4: Health – *false life**

5: Strength – *bear's endurance*

6: Haste – *expeditious retreat*

*Temporary hit points return at dawn each day – re-roll for the number.

When the PCs have finished they will head out and find a noble house that will accept the offer. Move on to Encounter One.

Encounter One: Buying Happiness

This is mainly a role-playing encounter, and designed for the PCs to better get to know the noble houses of the Duchy.

The PCs are going to have to check around Leukish to find out which noble houses would be a good choice for the Rhennee as a sponsor, and at the same time would have an interest in the stone. For this the PCs are going to have to make Gather Information checks regarding each house. Meeting the listed DC gives the PCs the name of the house representative, and for every 5 points by which their check exceeds the DC, they are able to find out an additional piece of information. At lower levels, the PCs may need or want to make extra Gather Information checks (remind these PCs of the Aid Another option), but higher level PCs should be able to find out everything in one check. Keep in mind that Gather Information checks take 1d4+1 hours. The first information the PCs will learn is the identities of the house representatives in the city that they could go talk to. Once the PCs have the information about the house, they may speak with them.

Following is information about each house, as well as the personality of the representative and the Diplomacy DC required to persuade the representative to agree to the deal. If any of the PCs are members of the

specific house, the DC for both the Gather Information check and the Diplomacy check are reduced by 5. In addition, these PCs automatically know the House Colors, Symbol and Business if they are ignorant of that information currently (must have a signed Legitimate Child or Adopted Child Duchy of Urnst background certificate).

PCs told about the possibility of procuring items from the Houses (APLs 2-6) may make an additional DC 15 Diplomacy check to persuade the House Representative to give them supplies.

House Baercol

- **Gather Information:** DC 15
- **Colors:** Silver, Red, Black
- **Symbol:** Silver Bear with Sword
- **Business:** Silver, Gems
- **Relation with Rhennee:** Neutral
- **Relation with Other Houses:** Neutral
- **House Representative:** Reydrich Baercol
- **Items:** None

Reydrich Baercol lives in a mansion in Leukish, and is more than happy to have the PCs come in for some wine and pastries. He is an honest man, is very honorable, and always to the point. He is honest and straightforward about the situation. He holds nothing against the Rhennee nor does his house, and he would be interested in the deal. He fears, however, that the water folk cannot be trusted. A DC 20 Diplomacy check will convince him to go through with the deal.

House Kaste

- **Gather Information:** DC 10
- **Colors:** Red & Blue
- **Symbol:** Red Trident
- **Business:** Gems
- **Relation with Rhennee:** Good
- **Relation with Other Houses:** Neutral
- **House Representative:** Lycas Kaste
- **Items:** Potion of Water breathing (6)

Lycas Kaste is a Navy man, and knows how to get down to business. He will tell the PCs that he has made treaties with the Rhennee for sharing the water, and has come to their aid a few times in the past. He also says that his house would be more than interested in Staru's Stone, because it is said to be related to the water. He is more than willing to go along with the sponsorship plan. A

Diplomacy check DC 5 is required, or if any of the PCs are part of the Ducal Guard or the Navy, or express interest in joining the military.

House Meissel

- **Gather Information:** DC 10
- **Colors:** Silver & Black
- **Symbol:** Silver Lantern
- **Business:** Silver, Gems
- **Relation with Rhennee:** Bad
- **Relation with Other Houses:** Bad
- **House Representative:** Justan Meissel
- **Items:** None

Justan Meissel is a weasel, and it will be obvious from the start that he is attempting to gain as much profit as possible. He will ask what is expected of his house as protector so that his house can do the minimum amount of protecting of the Rhennee. To convince him, the PCs need to make a Diplomacy check DC 10, 15 if they are insisting that the house actually put effort into protecting the Rhennee.

House Reede

- **Gather Information:** DC 15
- **Colors:** White, Blue, Gold, Purple
- **Symbol:** Blue hammer
- **Business:** Silver, Gems
- **Relation with Rhennee:** Distrustful
- **Relation with Other Houses:** Good
- **House Representative:** Ætham Reede
- **Items:** Divine scroll of *Water breathing* (2)

Ætham Reede is an honest fellow, though he is looking out for his own personal welfare. He is more than willing to talk business with the PCs; however he is looking primarily for the best interest of his house through the deal. Though he is distrustful of the Rhennee, if the PCs get him to agree to the deal, he will honor his word to the best of his ability in a fair and just manner. A DC 25 Diplomacy check is required.

House Saevil

- **Gather Information:** DC 15
- **Colors:** Red, Blue, Gold
- **Symbol:** Golden Hand
- **Business:** Gold, Jewelry

- **Relation with Rhennee:** Bad
- **Relation with Other Houses:** Neutral
- **House Representative:** Fræstyn Saevil
- **Items:** None

Fræstyn Saevil is the same person who ordered the search and salvage of the ship that sank five years ago (see Adventure Background). Though he is not completely responsible for the actions that his house has been committing, he will make it known to the PCs that he strongly dislikes the Rhennee. He is aware that his house has benefited greatly from possessing Eralie's Stone, however, and would be willing to agree to the sponsorship in exchange for the sister stone. A DC 10 Diplomacy check, 15 if any of the PCs are Rhennee, is required.

House Szabo

- **Gather Information:** DC 10
- **Colors:** Gold & Blue
- **Symbol:** Gold Cup
- **Business:** Gems
- **Relation with Rhennee:** Distrustful
- **Relation with Other Houses:** Neutral
- **House Representative:** Barlikyn Szabo
- **Items:** None

Barlikyn Szabo is straight to the point, is in a hurry and he's rude about it. It's obvious he thinks that he's much better than the PCs. He asks for the facts of the matter, and then spends a moment to contemplate the PCs motives. A DC 15 Diplomacy check, 20 if any of the PCs are Rhennee is required.

House Teranor

- **Gather Information:** DC 0/25 (see below)
- **Colors:** White & Purple
- **Symbol:** White Heron
- **Business:** Gems & Jewelry
- **Relation with Rhennee:** Bad
- **Relation with Other Houses:** Bad
- **House Representative:** None
- **Items:** None

House Teranor is no longer a noble house, having been exterminated five years ago. If the PCs search for information on this house, they will come up with the above general information easily (the DC 0 result). They

will as hear a few rumors of the house being devils and hoarding abyssal treasure, as well as rumors that some members of the house are still alive. If the PCs get a gather Information check DC 25 or higher, then they will hear the following rumor: House Teranor was looking for Eralie's Stone five years ago at the same shipwreck that House Saevil was exploring.

An offshoot branch of the Teranor family, the Green-Bar Teranor, is still in existence but has no appreciable influence, or interest in the jewelry trade.

House Xiotha

- **Gather Information:** DC 15
- **Colors:** Black, Silver, & Blue
- **Symbol:** Black Torch
- **Business:** Jewelry
- **Relation with Rhennee:** Neutral
- **Relation with Other Houses:** Good
- **House Representative:** Baelana Xiotha
- **Items:** Divine scroll of *Water breathing* (1)

Baelana Xiotha is a person who is more interested in vanity and beauty than in accumulating wealth. She will be honest that she looks at this as an opportunity to not only help out the Rhennee, but to explore their culture with hopes of creating a new line of Rhennee-inspired jewelry. She is generally friendly to the PCs and is interested in gossip about the Nyrond situation. A DC 15 Diplomacy check is required, 10 if they show genuine interest in her topics.

If the PCs are unable to make a single Diplomacy check, or fail at the only house they are interested in, allow them to make a second attempt with the same house representatives. Retries will have a DC that is increased by 5, unless the PCs pay a bribe of (15 x APL) gp per check. If this doesn't work, the adventure is unfortunately over.

Encounter Two: A Three Hour Tour

As you return to the barge, you are once again greeted by the working Rhennee men. There is no real change here except that they have managed to load a few more of the heavy crates. Seeing you approach they smile and nod to you, directing you onto the barge to speak with the wise woman again.

Allow the PCs to talk with the men if they want, but there is no real change from the last time. When the PCs go aboard the barge, continue:

As you come aboard the barge, you see a couple coming out from behind the curtain where Karedaiva gives fortunes, they both have smiles on their faces; perhaps they have just received a good fortune from the wise woman? As the couple walk by in their traveling outfits, one whispers to your group, "She asks a lot of money, but it's worth it!" The two then leave the barge.

As you enter the tent, once again you see the bright exotic colors of the room, and Karedaiva is happy to see you. As you come in you see a cheerful smile on her face, "Ah you have returned, please have a seat."

She reaches under the table and pulls out an unopened bottle of wine and starts to pour a glass, "Would you like to share a glass with me, my friends?"

Karedaiva is in a good mood currently, because she just managed to get a good amount of money from the previous couple. The PCs should relay to her the situation dealing with the noble houses. Karedaiva will take a slightly bitter attitude if the PCs have chosen House Saevil and will ask the reasons behind the PCs choosing that particular house. If the PCs choose another house, then she will inquire about the house, trying to learn a bit more about it.

When the PCs have finished telling her about the situation with the noble house she will begin to tell them the next part of the plan.

Karedaiva smiles and looks at each of you holding the glass to her lips.

"Good, then let's get down to business. I have been told the location of Staru's Stone and how to retrieve it."

She looks around briefly as though to make sure nobody else is obviously listening in. With a lowered voice she continues.

"It has been hidden in a secret temple not far from Seltaren. We normally take our barge back and forth between Seltaren and Leukish during the year, and were going to depart on the three day trip to Seltaren in the morning, which is pleasantly convenient. On the second day we should reach where the temple is located, and from there your group should enter the temple.

"The temple itself is underwater, but inside the temple there is air for you to breathe. You will need to swim down to it to enter. There is also a guardian of the temple you may need to deal with. I fear it may even try to attack you, but this much is unclear to me as I have been told very little about it.

"Once you find the stone, leave the temple and bring it back to me. Do you have any questions?"

Karedaiva has some information, given to her by Vetha Darla Seldoy, about the temple and artifact inside. She will answer as many questions as she can.

- The temple is underwater, she is not sure of the depth.
- Staru's Stone is on an altar somewhere.
- Staru's Stone is not magical
- The temple is devoted to Oस्पrem, the Suel god of ships and sailors.
- Nobody else knows about the temple's existence. It has been abandoned for many years.
- The temple has been there for as long as the Rhennee have known.
- The Temple has one guardian the she is aware of; she does not know what it is, but it is good at removing creatures that don't belong there.
- It is dark down there, and the PCs will need light for the temple. She will offer an everburning gem (everburning torch) that the PCs can borrow.

When the PCs have finished they will need to wait until the morning. Karedaiva will tell them to meet her and her crew at the barge in the morning, an hour after dawn.

In the morning, let the PCs prepare as they wish, assuming they wake early enough to do so. When they are ready to depart for their journey, read the following to them.

Your trip from Leukish is not quite as luxurious as one might have hoped for, primarily due to the cramped room that you are all given to share along the journey.

The boat that you traveled on is in no way a large one, barely large enough to carry a good load of cargo and its crew. However after two days of your cramped travel, you are informed that Seltaren is but a day away, and the time for your trip to the temple has come.

Allow the PCs to come up on deck and then read the following when they all get on deck.

On deck, Wise Woman Karedaiva says she is ready to give you some final information about the task that you are to complete.

"As I explained a couple of days ago, this temple is unknown to me. I know that there is a guardian, but know nothing else about it.

"I will be watching you through my crystal ball, but I must ask something of you first. To better help my connection to you, it would be helpful if I had something personal from you."

She stops and looks at your faces, "Nothing too personal, just a simple lock of hair will do." She finishes with a smile on her wrinkled face.

What Karedaiva is attempting to do here is to get a little insurance that the PCs will not double cross her or her people. She wants to get a personal item from the PCs to increase the DC of the Nightmare spell that she will cast on them if they double cross her. The Nightmare Spell is on the AR listed as Curse of the Rhennee. This will also help out with the Scry Spell she is going to cast through her Crystal Ball.

PCs who make a DC 23 Spellcraft or Knowledge (arcana) check know that giving a spellcaster a lock of hair would allow them to Scry easier upon them, but also that it makes it easier to also focus more devious spells upon a target as well. If the PCs ask, they may make a DC 22 Sense Motive check (lower this check to DC 17 if they made the Spellcraft or Knowledge (arcana) check above). If they succeed, they can tell that there is more to the reason why she wants the lock of hair.

At any rate, if the PCs refuse to give up the lock of hair, then Karedaiva will not hound them any further about it. This will affect the DC on the AR for the Curse of the Rhennee, so note this for each PC.

The Rhennee will wait around until the PCs return from the temple. The exploration should not take more than 2 hours. If the PCs feel the need to fall back to the boat for rest, they may.

When the PCs have finished making their preparations, they will need to dive into the water. Here are some rules for getting them to the temple entrance 60 feet down.

PCs will need to swim down; the water is considered calm, and the water is clear (240 feet vision). The PCs will need to make a DC 10 Swim check to move at a quarter of their normal movement as a move action, or half their speed as a full-round action. PCs who fail the check by 4 or less make no progress this round. If they fail by 5 or more and are wearing light armor will sink 5 feet, wearing medium armor will sink 10 feet and wearing heavy armor will sink 20 feet. Thus, a character in heavy armor may simply sink to the bottom. For any other information on swimming, consult the swimming rules on page 84 of the Player's Handbook, and the suffocation rules on page 304 of the Dungeon Master's Guide. For any other rules about underwater environments, consult the page 92 of the Dungeon Master's Guide.

Encounter Three: A Temple

At this point you should start drawing the temple on your battle map. Refer to DM's Aid # 2 for a map of the temple. This encounter encompasses Rooms 1, 2, and 3.

Room #1

When PCs reach the entrance, read the following:

As you reach the entrance to the temple, you see extravagant stone carvings marking the entrance and surrounding a hallway leading into the temple. The carvings appear to be nearly naked people in a variety of positions, all of which are in some way consuming, pouring, or carrying water. The craftsmanship of this is indeed great, and could rival that of the dwarves in the area.

Wait for the PCs to enter the temple, and then continue. Remember that they are still underwater, and the suffocation rules are still in effect.

As you enter into the temple, you pass through a strange curtain of rippling blue, and then move through it into an area where there is air, allowing you to breathe normally. There is water on the ground that rises up to your ankles, creating a slick surface. Behind you is the curtain of water suspended in mid air, from which you came from.

The walls of this passage look fascinating, as you can see that there is water flowing down them onto the floor. Behind the flowing water you can just make out a mural of strange images of some ancient culture.

The ceiling in here is a little higher than the initial entrance, rising to just a little above a human's head. The hallway that you are in continues on.

The floor of the temple is slippery due to the amount of water on it. Treat this as difficult terrain for purposes of movement, which means they cannot run or charge (PHB pg 148).

The PCs are about to encounter a Crypt Thing, which is the guardian of the temple. It detects as both Undead and Evil, so PCs may be able to detect it as they are moving into the temple with effects like *detect evil* or *detect undead*. When they continue down the hall, read the following:

Continuing down the hall, it opens up into a larger area with two hallways exiting to the left and right. What catches your eye most in this chamber is the corpse that lays against the far wall, water running down it.

A tattered brown cloak and robes cover most of the body, leaving its hands and head visible as nothing more than bone.

Allow the PCs a moment to react, and then continue.

Suddenly, a strange howl echoes throughout the chamber, then the skeleton animates as red pin points of light appear in its eye sockets. The creature stands and an eerie voice emanates from its gaping skull, echoing through the temple.

"Listen well those who would come here, this temple cursed. Leave now while you still can."

The voice trails off, but after another moment it continues...

*"Leave...
...now."*

At this point the PCs may want to speak with it, or they might want to fight. Before anything else happens, have the PCs make a Knowledge (religion) check to determine what they know of the creature. A Bardic Knowledge check or similar ability may be used but the DCs are 5 higher.

DC 16 – It is an undead creature called a crypt thing.

DC 21 – Crypt things are usually created to be guardians to a tomb and have some strange power to remove people from where they are guarding.

DC 26 – They have no special resistances, but they have a strong conviction and dedication to what they guard.

DC 31 – Crypt things have the ability to forcefully teleport creatures out of their domain, to either scatter them to decrease their odds of survival in the situation, or perhaps to simply remove them for a time. If they fail to remove all the intruders, then they often attempt to dispatch them using their skeletal claws.

DC 36 – To create a crypt thing is a long process that requires the use of a powerful priest and the use of a *create undead* spell.

That is all the information that PCs can gain about the creature from knowledge checks, and they are not allowed use the Aid Another action.

It is possible for the PCs to interact with the crypt thing; however it is less than talkative. If the PCs attempt to talk with it, it will simply tell them to leave repeatedly until they do. If the PCs attempt to move further into the temple, it will attack them.

Creature:

APL 2 (EL 3)

☛ **Crypt Thing:** hp 54; See appendix One

APL 4 (EL 5)

☛ **Advanced Crypt Thing:** hp 80; See Appendix One

APL 6 (EL 7)

☛ **Advanced Crypt Thing:** hp 116; See Appendix One

APL 8 (EL 9)

☛ **Advanced Crypt Thing:** hp 152; See Appendix One

APL 10 (EL 11)

☛ **Advanced Crypt Thing:** hp 188; See Appendix One

APL 12 (EL 13)

🔮 **Advanced Crypt Thing:** hp 224; See Appendix One

Tactics: The Crypt Thing's main goal is to separate the PCs and then dispatch them using its claws. In order to do this, it will attempt to get as close as possible to the PCs then use its Scatter Defilers ability (at APL 6+ only). It will teleport them out of the temple, in which they will have to spend several rounds of swimming to get back into the temple. The Crypt Thing under no circumstances will leave the temple.

After the combat, read the following.

As it collapses, the creature grabs its head with its skeletal hands, and falls to its knees. It lets out a ghostly howl as the red light dissipates from its eye sockets. Then its bones disintegrate before your eyes, leaving only the ragged brown robes and cloak behind. The echo dissipates after a moment, leaving only the sound of running water.

At this point allow the PCs to gather together again before they continue through the temple. If the PCs head left, go to Room #2. If they head right, go to Room #3.

Room #2

Entering this room you continue to see the water running down the walls as in the previous hallway you came through. In this chamber there is a pool of water with a statue rising out of it. The statue is of a beautiful Suel woman holding a vase that she is pouring water out of, making this statue an elaborate fountain.

A DC 15 Knowledge (religion) check will reveal this to be a fountain of Osprem, the Suel god of ships and sailors. The pool of water has many ancient silver, gold, and platinum coins, totaling 300 gold. If the PCs approach the fountain, a message will appear in the water, read the following to the PCs.

The Water begins to ripple, and for a brief moment you see a handsome Suel man's face reflecting off of the water. The image shifts to spell out words in the water.

"A foul creature lives in my temple; remove it and you may have this as a reward." After a moment, the words disappear leaving a crystal clear amulet resting on top of the coins in the water.

If the PCs remove the cleric of Syrul from the temple, the money and the amulet are theirs to keep.

The amulet is an amulet of natural armor made of crystal, and it is available to use for the rest of the adventure. This amulet turns into water if the PCs do not purchase it.

APL 2-4: Amulet of Natural Armor +2

APL 6-8: Amulet of Natural Armor +3

APL 10: Amulet of Natural Armor +4

APL 12: Amulet of Natural Armor +5

There is a secret door in this room behind the statue that is difficult to find. The carvings that cover the walls make it especially difficult to find. A DC 35 Search check will locate the door. Elves and creatures with stone cunning automatically get a check if they come within 5 feet of the door. The door is one way, and cannot be opened from this end unless they physically destroy the wall; in this case it has a Hardness of 8, and 30 Hit Points. Magic such as stone shape, passwall, knock, or similar effects can also open the door. If the PCs manage to get through this secret door, proceed to Encounter 5.

Room #3

This room is hidden behind a curtain of water, and is large but empty. If the PCs find this room (Search DC 10, elves get a free check within five feet) and enter, read the following.

This large room is rather empty. Unlike the outside parts of the temple, there is no flowing water over the walls in this area, but the floor is still flooded with water. There are some stone tables in this room.

There is nothing important in this room.

If the PCs continue to move back towards room 1 then to room 2, go to Room #2 (above). If the PCs instead go to room 6, then go to Encounter Seven.

Encounter Four: A Set Trap

Room #4

Continuing your journey through the temple, you make your way into a wider hallway than you had previously been walking through. The walls are still lined with flowing water and the room slants downward.

In this room there is a very elaborate trap. There is a pressure plate about half way down the hall, hidden in the floor. When something heavier than 50 pounds steps on the pressure plate, the trap will be triggered. It is easy to avoid the pressure plate; if it is found it does not need to be disarmed to bypass it. If the trap is triggered it may be easier to move into combat rounds to adjudicate the outcome (give the boulder an initiative check of -5).

The first round, there will be a loud click in the room; this is the boulder being released. The following round it will move 60 feet down the hallway making effectively a Trample Attack (See Monster Manual page 316 for more details) against all creatures in its path. Using the trample rules, PCs will be able to either make an attack of opportunity or make a reflex save for half

damage (evasion applies). It ends up resting at the end of the hallway.

The secret passage at the end of the hallway before the boulder is concealed by a curtain of water, but there is no actual door there, just an opening. PCs can simply walk through the curtain. To find it they can make a DC 10 Search check, or simply state they are searching for an opening hidden in the curtains of water. An elf or creature with stone cunning automatically gets a free Search check once they come within five feet of the passage.

APL 2 (EL 3)

↗ **Boulder Trap:** CR 3; mechanical; pressure plate trigger; manual reset; effect (Boulder travels down hallway at Spd 60ft); 4d6 bludgeoning damage, Treat as Trample Attack (Monster Manual pg 316) DC 16; Search check (DC 20) to find, Disable Device check (DC 25) to disable.

APL 4 (EL 5)

↗ **Boulder Trap:** CR 5; mechanical; pressure plate trigger; manual reset; effect (Boulder travels down hallway at Spd 60ft); 6d6 bludgeoning damage, Treat as Trample Attack (Monster Manual pg 316) DC 18; Search check (DC 25) to find, Disable Device check (DC 25) to disable.

APL 6 (EL 7)

↗ **Boulder Trap:** CR 7; mechanical; pressure plate trigger; manual reset; effect (Boulder travels down hallway at Spd 60ft); 10d6 bludgeoning damage, Treat as Trample Attack (Monster Manual pg 316) DC 20; Search check (DC 27) to find, Disable Device check (DC 27) to disable.

APL 8 (EL 9)

↗ **Boulder Trap:** CR 9; mechanical; pressure plate trigger; manual reset; effect (Boulder travels down hallway at Spd 60ft); 14d6 bludgeoning damage, Treat as Trample Attack (Monster Manual pg 316) DC 22; Search check (DC 27) to find, Disable Device check (DC 27) to disable.

APL 10 (EL 11)

↗ **Boulder Trap:** CR 11; mechanical; pressure plate trigger; manual reset; effect (Boulder travels down hallway at Spd 60ft); 18d6 bludgeoning damage, Treat as Trample Attack (Monster Manual pg 316) DC 24; Search check (DC 29) to find, Disable Device check (DC 29) to disable.

APL 12 (EL 13)

↗ **Boulder Trap:** CR 13; mechanical; pressure plate trigger; manual reset; effect (Boulder travels down hallway at Spd 60ft); 20d6 bludgeoning damage, Treat as Trample Attack (Monster Manual pg 316) DC 26;

Search check (DC 32) to find, Disable Device check (DC 29) to disable.

If the PCs discover the secret passage leading to room 5, and choose to follow it, proceed to Encounter Five. If they however wish to take the other route towards room 6, then move to Encounter Seven.

Encounter Five: Man with a Mission

Room #5

Coming up in the next room is the cleric of Syrul, this does not have to be a combat encounter, it can be a role-playing encounter. As described in the Adventure Background, the cleric of Syrul is here as a part of a deal that he made with House Teranor five years ago. The PCs are the first living things he has seen since then, and he looks to as them as a possible way to help him weasel out of his contract early. As the PCs proceed down the hall towards him, read the following.

Proceeding down the hall, you see that these walls are still lined with the curtains of water that seem to flow throughout the temple. The water is a little deeper here, coming up to about a human's knee. Down the hall you can see the illumination of light in another room.

The water level is currently at 2 feet; wait for PCs to proceed on the map, when they move to the end of the hall read the following.

This room has three pedestals with stone orbs on them that give off a dim red light. Each of them is located in a corner of the room. The room is mostly dry, but in the center of the room is a pool of water with a creature sitting in it. It is a little hard to make out at first through the full-plate armor and helmet, but you are sure that the creature is probably a zombie of some sort. Hanging around its neck is a long, wicked forked tongue made of silver. It wraps completely around the shoulders of the suit of armor and circles around to the front.

The skin of the creature looks to be stretched across the face very tightly, and the body through the armor appears to be little more than flesh and bones.

Suddenly the eyes of the creature begin to glow with a red light that rivals that of the surrounding illumination. A deep but powerful voice echoes in the room and down the hall. "Do you come here on behalf of House Teranor?" The creature asks flatly.

Any PC that is viewing the holy symbol can make a DC 15 Knowledge (religion) check to realize that it is the holy symbol of Syrul. Any PCs with ranks in Knowledge (religion) should make a Knowledge check to learn the

following information about the necropolitan. A Bardic Knowledge check or similar ability may also be used, but the DC is 5 higher.

DC 13 – This is an undead creature called a necropolitan.

DC 18 – Necropolitans are created through foul magic, usually causing the victim to die. The effects of the ritual are similar to a *raise dead* spell except that they instead raise a creature filled with negative energy.

DC 23 – The ritual that creates necropolitans is a very long and painful one, taking roughly 24 hours for the original creature to die. Because it is simply a negatively powered version of the original creature, a necropolitan has no special strengths or weaknesses other than being undead.

DC 28 – Necropolitans are in every way as powerful as they were in life except that they have suffered the trauma of dying once before. Many people become necropolitans to extend their existence with blessing of undeath.

As stated earlier, this does not have to be a combat encounter. This particular cleric wants simply for his contract to come to an end, so he does not have to spend the next two years down here. He will attempt to talk with the party about the situation, and actually give them directions to the stone. His plan is to get them to take the stone, and then attack them as they are leaving the temple, so that he can claim the stone from them and fulfill his part of the contract. If the PCs actually help him out and go along with his plan, he will try not to kill them in Encounter 8, but merely render them helpless with his spells and then leave the temple.

In the likely event that the PCs do not wish to talk with him at all, then enter into combat.

APL 2 (EL 5)

☛ **Necropolitan Cleric:** Medium Undead Cleric 5; hp 45; see Appendix One.

APL 4 (EL 7)

☛ **Necropolitan Cleric:** Medium Undead Cleric 7; hp 63; see Appendix One.

APL 6 (EL 9)

☛ **Necropolitan Cleric:** Medium Undead Cleric 9; hp 81; see Appendix One.

APL 8 (EL 11)

☛ **Necropolitan Cleric:** Medium Undead Cleric 11; hp 99; see Appendix One.

APL 10 (EL 13)

☛ **Necropolitan Cleric:** Medium Undead Cleric 13; hp 117; see Appendix One.

APL 12 (EL 15)

☛ **Necropolitan Cleric:** Medium Undead Cleric 15; hp 135; see Appendix One.

Tactics: The cleric has one spell that it is very fond of casting: *wrack*. It will attempt to *wrack* or *hold person* the party, and then “coup de grace” the party once they are all helpless or retreating. The cleric is smart and knows to attack people like spellcasters with *wrack* first, and use *hold person* on the warriors. It will use Divine Metamagic (quicken), so it can get off two *wrack/hold person* spells a round, but it will save one use for a quickened *inflict wounds/harm* spell to heal itself with when it is low on hit points. Using Divine Metamagic (Quicken) on a spell costs 5 turn attempts. The cleric has a total number of turn attempts of: APL2 – 6, APL4 – 10, APL6 – 15, APL8 – 15, APL10 – 15, APL12 – 15.

If the PCs battle and defeat the cleric, read the following as they finish the battle.

As you strike the final blow, the creature's eyes glow a fierce red. It readies another spell, but just as it is about to strike with this unholy energy it lets out a scream of utter anguish. Flames erupt from its holy symbol, igniting its entire body. The creature staggers for a moment, letting out another scream, and then its body disintegrates into fine dust. A second later the flames flash out, and all that remains on the ground is the equipment which the creature was once wearing.

With the creature dispatched, the PCs can now search this chamber. If they search the upper left pillar in the room (DC 15 Search check), they will find a tiny hole beneath the water. The hole is Tiny, so a Small creature could squeeze through it if they wanted. This leads to some hidden treasure; if the PCs go after it then proceed to Encounter 6.

Encounter Six: Painful Treasure

Crawling through the small cramped tunnel, you finally see something other than more tunnel after several turns. You come into a small cramped room which is completely underwater; what you see must have been hidden for centuries. There is an iron chest and its edges are obviously sealed with wax. It is appears to be melded to the floor, making it presumably difficult to move. There is no insignia on the chest, but there is an obvious lock.

The passage is 50 ft. long, and it is all underwater. Without the aid of magic, creatures going after the treasure will need to hold their breath, see Dungeon Master Guide Pg 92 for more details. A Tiny creature can simply swim if they want, but a Small creature squeezing will be moving at a half of their normal movement in

order to get to the treasure. Medium creatures are too large to navigate the passage.

Once they get to the chest, they will need to open it to get the treasure. It is melded to the floor, and is part of the temple, so it cannot be carried away.

🔒 **Treasure Chest:** Break DC 25, Open Lock DC 30, 30 hp, 10 hardness.

There is also a trap on the chest. The curse will reduce the character's Constitution by 6, drastically reducing their ability to hold their breath.

APL 2 (EL 3)

🔒 **Curse Trap:** CR 4; magic device; Trigger open chest; No reset; spell effect (*Bestow Curse* [-6 Con], 5th level cleric, DC 14 Will save Negates); Search check (DC 25) to find, Disable Device check (DC 25) to disable.

APL 4 (EL 5)

🔒 **Curse Trap:** CR 5; magic device; Trigger open chest; No reset; spell effect (*Heightened Bestow Curse* [-6 Con], 7th level cleric, DC 16 Will save Negates); Search check (DC 25) to find, Disable Device check (DC 25) to disable.

APL 6 (EL 7)

🔒 **Curse Trap:** CR 7; magic device; Trigger open chest; No reset; spell effect (*Heightened Bestow Curse* [-6 Con], 9th level cleric, DC 17 Will save Negates); Search check (DC 27) to find, Disable Device check (DC 27) to disable.

APL 8 (EL 9)

🔒 **Curse Trap:** CR 9; magic device; Trigger open chest; No reset; spell effect (*Heightened Bestow Curse* [-6 Con], 11th level cleric, DC 19 Will save Negates); Search check (DC 27) to find, Disable Device check (DC 27) to disable.

APL 10 (EL 11)

🔒 **Curse Trap:** CR 11; magic device; Trigger open chest; No reset; spell effect (*Heightened Bestow Curse* [-6 Con], 13th level cleric, DC 20 Will save Negates); Search check (DC 29) to find, Disable Device check (DC 29) to disable.

APL 12 (EL 13)

🔒 **Curse Trap:** CR 13; magic device; Trigger open chest; No reset; spell effect (*Heightened Bestow Curse* [-6 Con], 15th level cleric, DC 22 Will save Negates); Search check (DC 29) to find, Disable Device check (DC 29) to disable.

Once the PC opens the chest, read the following:

As the chest opens, a bubble of air comes out revealing inside something wrapped in a scarlet cloth. It is small and rectangular.

A clever PC might try to take in some of the air that escapes from the chest. They can do this as a free action; if they do it will not reset the count for holding breath, but it will add 5 rounds to the total time they can hold their breath.

Inside the scarlet cloth is a deck of ivory playing cards with very distinct Rhennee-themed images on it. The deck resembles the tarot deck commonly used by Rhennee fortune tellers. At APL 8-12 there is also a small lapis lazuli attached to a silver chain; this is a *stone of good luck*. The deck has a faint magical aura (*Evocation*, *Necromancy*, and *Transmutation*), but no properties that can be detected.

Encounter Seven: Unexpected Company

Room #6

When the PCs enter, read the following.

The walls of this hallway are lacking the flowing water that has covered the rest of the temple walls. The floor is slanted downward, causing a stream of water to flow down the center of the passage. You can hear the sound of falling water coming from ahead of you.

Allow the PCs to move further down the hall and when they reach the waterfall, read the following.

Before you there is a rather large waterfall. It cascades from the ceiling and through the floor into the basement below. It is obvious that there is a large pool of deep water down below.

There is 40 feet to the pool of water in the basement below, but it is actually 60 feet total to the floor of the basement with water rising up to 20 feet.

Daring characters may wish to climb down or simply dive in; if they fall in they will take 4d6 falling damage with the first d6 being non-lethal damage. A DC 15 jump check can be made to negate 1d6 of damage and a DC 15 tumble check may be made to negate an additional 1d6 of damage. For characters wishing to climb down, it will be a DC 20 due to the constant water flowing over them making them slippery. They can also simply lower a rope down and climb down if they need or want to. In the case of PCs jumping or falling in, use the swim rules in the Player's Handbook page 84; this water is considered rough (DC 15) due to the waterfall in the room. Once the PCs manage to get down, move on to room 7.

Room #7

In this room there is a large amount of water. At the base of the waterfall, the water is 20 feet deep, and stays that deep for the first 20 feet from the waterfall. For every 10 feet further from that point the water level lowers by 5 feet until it reaches Staru's Stone where the water is only 2 feet deep.

There is a creature known as a fossergrim (see appendix 3) down here, a fey creature that is tied to this waterfall much like a dryad is tied to a tree. If any PC is having trouble swimming, it will help them. When the PCs come into the room, read the following;

This room is far larger than the previous level you were on, and is a bit more flooded as well. The water appears to become shallower as it gets farther from the waterfall. You notice a humanoid creature swimming around in the water. The creature rises out of the water, appearing to be able to walk on it. This creature looks like a handsome young human male no older than 20 although his appearance is a little odd for a human. He has long grey hair that fades to a bluish tint at the ends and his eyes have a liquid blue shine, suggesting that they might be made of water. He is wearing glimmering chainmail, which in turn complements his blue clothing and the sword at his side.

Upon seeing the fossergrim, have the PCs make a Knowledge (nature) check to determine what the PCs know about this creature. Bardic Knowledge or similar abilities will also work, but the DC is 5 higher.

DC 16 – It is called a fossergrim.

DC 21 – They are a type of fey creature and are similar to a dryad.

DC 26 – They are heavily related to water and are tied to a waterfall in a similar way that a dryad is tied to a tree. They are generally friendly and polite unless their waterfall is threatened.

DC 31 – They are dependant upon the water for many of their supernatural abilities to work. These abilities are their supernatural healing, magic resistance, and divination of their opponents.

DC 36 – They are very similar to elves, but once they reach adulthood they seek out a waterfall to become bound to. If they go too far from their waterfall they will become ill and possibly die if they do not find another.

The fossergrim is named Lynairon and he is willing to speak with the PCs. His story is that when he became of age he started to seek out a waterfall that he could call his own, and one day found himself swimming around in the Nyr Dyv towards Seltaren. On his trip he found an odd current that happened to flow into this waterfall and decided he liked the seclusion. He had also grown fond of this spectacular waterfall hidden in this temple, as well as the temple itself being filled with water. He made his

decision and bound himself to this waterfall. That was 3 years ago.

He is happy to share his story and is willing to share the following with the PCs.

- His name is Lynairon, and he is 122 years old.
- The temple has been rather empty to his knowledge but every now and then a man would come into this chamber and look at the strange stone. The man looks dead and he thinks that there is something unholy about him. He always hides from the man, because he fears for his life.
- If asked he will explain that he thinks that if Staru's Stone is removed the temple might flood.
- If asked further, he will explain that once the "bad man" came and touched the stone, and Lynairon felt some pain that he associates with losing his waterfall.
- If asked even further, he will explain that the "bad man" is a cleric of some dark god, and he thinks the cleric is a zombie of some sort.
- He is bound to this waterfall and does not want to leave.

After Lynairon finds out that the PCs intend to take the stone, he will attempt to stop them. If the PCs attempt to take the stone, he will defend it to the death, because he feels that if the stone is taken he will die.

The idea here is that the PCs will offer to help him move to a new waterfall, so that way they can get the stone. If the PCs are having a hard time coming up with this idea, give them a hint in the right direction (they probably don't know that a fossergrim can attune to a new waterfall).

If PCs attempt to reason with him, he is willing to listen and possibly go along with it. Allow the PCs to come up with some creative way of moving the Lynairon to another waterfall with an exotic feel to it, like perhaps the waterfall in Seltaren. To get him to go along with any idea the PCs must make a DC 20 Diplomacy check, but there are a few factors you can add depending on how the PCs present the idea.

- If the primary PC making the suggestion is female, they will receive a +2 circumstance bonus.
- If the PCs do a good job of describing the suggested area (by role-playing) they receive an additional bonus up to a +5 (GM's Discretion) circumstance bonus.
- Finally if the PCs give their word to help him find another home, there will be an additional +2 for each PC that agrees.

Don't forget that other PCs beside the primary can also assist the check by making a DC 10 Diplomacy check.

If the PCs succeed at the Diplomacy check, then he is willing to go through the pain of moving to another waterfall. He will even offer to help the PCs out of this chamber and will leave the temple with them when he is done packing.

If the PCs inquire as to what he needs to pack, he will point to a large number of sea shells on the floor of the temple, and a few other miscellaneous things around the room. He will also make it known that he has a bag of holding that is more than capable of taking stuff along with him. Those that help Lynairon move will receive a special reward on their AR.

Staru's Stone is also nearby for the PCs to investigate. This is a very old item that dates back several centuries. There is very little to learn about it but if the PCs have access to a *legend lore* spell they can learn that it was originally intended to be a part of a set. It is not possible for the PCs to learn anymore about the Stone in this module. Once the PCs have removed Staru's Stone, proceed to encounter 8.

Encounter Eight: Escape

As you take Staru's Stone from its altar there is a noticeable shaking of the temple. At that moment there is a wave of blue light that comes from the altar, expanding through the room and disappearing into the walls. The waterfall's rapid pace begins to speed up and the water level in the room begins to rise.

If the PCs did not destroy the Cleric of Syrul, read the following:

A moment later you can hear the faint hideous scream of some inhuman monster from above.

The scream was the cleric of Syrul becoming aware of the temple beginning to flood. In theory, the PCs should start to head to the entrance of the temple to escape. The flash of light was a slightly modified version of a *forbiddance* Spell going off, stopping any non-Suel creatures from entering the temple, but the more important effect of the *Forbiddance* spell is that it stops the use of Teleportation magic in the area. The caster level of the *Forbiddance* spell is 17th level.

If the cleric of Syrul has not been slain, it immediately takes its secret passage to the entrance of the temple and starts to cast preparation spells so that it can kill the temple raiders who have taken the artifact.

The PCs at this point need to leave. If the PCs did not make an agreement with Lynairon, he will attack the PCs and attempt to return the artifact to the altar to save his waterfall. He will only stop attacking once the stone is returned to its altar.

ALL APLs

 **Lynairon:** hp 33; See appendix four

The temple is now flooding; all openings including the waterfall are filling the temple with water. The first thing to flood will be the basement, which will be fully flooded in 20 rounds (2 minutes). It is flooding faster than everything else due to the waterfall flowing into it. After the basement is completely flooded the rest of the temple will be fully flooded in 20 more rounds due to the various entryways for water.

If the PCs did not set up a way to get out of the basement, they will need to stay afloat by making DC 15 swim checks every round as the basement slowly fills up with water. They can also attempt to free climb up making a climb check DC 25 due to the slippery water, and now rough flooding water pouring in from the waterfall. If PCs are not doing well with the swim checks Lynairon can help two PC stay afloat, assuming that they did not fight him.

When the PCs reach the first floor again, they will still be considered in difficult terrain, meaning that they will be moving at half movement. Ten rounds after the basement has flooded, the first floor will be flooded so much that it will be more difficult to move, reducing the movement of the PCs to one quarter instead of half. At this point PCs may opt to swim instead of walk, doing so will allow the PCs to move at half their normal movement as a full round action assuming that they can make a DC 15 swim check. PCs that are under the effects of a *freedom of movement* spell or similar effect will be able to move normally. Lynairon can help one PC move faster to stay with the party or can move one PC ahead of the group at his swim speed (60 feet) and then come back to help an additional PC if they did not fight him.

Finally, after the entire temple is flooded, the PCs will need to swim to make their way out of it while holding their breath. PCs holding their breath can hold it for a number of rounds equal to their constitution score. When they have held their breath for that amount of time, then they will need to start making Constitution checks every round at DC 10 plus 1 for each previous check made. Failure means that they fall unconscious and will quickly die. Use the rules for drowning on page 304 of the *Dungeon Master's Guide* book.

If the PCs did not defeat the cleric of Syrul yet, stay in combat rounds and when the PCs make their way to the temple entrance (Room 1) the cleric will attack them then. Lynairon will help the PCs in this battle if they agreed to help him move. Please refer to the water combat rules on page 92 -93 of the *Dungeon Master's Guide* if the PCs don't reach this area by the time the temple floods.

After the PCs get out of the temple, move on to the conclusion.

Conclusion

The conclusion is split up into four different parts; Read the PCs each section based upon what they did in the module.

Part 1: Staru's Stone

If the PCs return to the ship:

Returning to the ship you are greeted by the Wise Woman Karedaiva.

If the PCs have Staru's Stone:

She is very happy that you have been successful in retrieving Staru's Stone, and is ready to move on to the next part of the plan.

"Now that you have the stone, all we need to do is deliver it to the noble house and then my people will be able to live without fear of oppression. Would you accompany me there when we arrive in Seltaren?"

If the PCs agree to go to Seltaren with Karedaiva:

The rest of your trip is uneventful and you arrive at Seltaren late in the afternoon. Karedaiva wastes no time heading off to House <house chosen> and after about 15 minutes of travel you arrive.

You are taken into the house and talk with a representative of the house who is more than willing to bargain with Karedaiva. After a half hour of carefully checking the stone, the agreement is fulfilled.

The house is also willing to give your group a service for your work. They offer to help you pick a traveling companion from their house in case you ever find yourself in need.

Part 2: The Deck of Cards

If the PCs found and gave the deck of cards to Karedaiva:

As you hand the deck of Ivory Cards to Karedaiva to look at, a pleasant smile crosses her lips. "Well I am quite surprised that you found such a treasure in the temple. This is a deck of fortune telling cards. It would be of little value to anybody but the Rhennee, if you would be so kind as to give me the deck, then I would be willing to provide you with similar items of my clan..." She hesitates for a moment, "For purchase of course."

The deck is worthless to anybody but the Rhennee, but if PCs are unwilling to part with it, she will offer them 50gp for it as her final offer.

Part 3: Helping Lynairon

If the PCs offered to help the fossergrim, read them the following:

It is long and difficult to find what your friend needs, and shortly after the events that took place in the temple he fell horribly ill and found himself

barely able to speak. Only with the help of Vetha Karedaiva and her mystical Rhennee water powers are you able to keep him alive long enough to find what he needs. After two days of searching for his unique needs and wants, things are starting to look hopeless, and his condition continues to get worse even with the power of Vetha Karedaiva.

Since he prefers waterfalls with unique character, Karedaiva suggests that his preference for the temple with the artifact might hint at an interest in the arcane and thus the town of Nellix may be appropriate. Later that day you are sure that his time has come, but then you find a waterfall in the area that arouses his senses. In the next hour he is able to call the waterfall close to Nellix his home. This same waterway itself leads into the fountain at the College of Sages and Sorcery, and you later learn that he often spends his time at the college with the students.

He is very happy at what you have done for him, and in return he grants a special reward as well as a hug.

If the PCs ask about how the Vetha is able to keep him alive, simply explain to them that the Vetha and Rhennee have power over the water, and is able to keep him alive through that strong mysticism that few understand.

Part 4: Hunting for Teranor

If the PCs wish to find out what House Teranor was doing in the temple, they can search around for information.

The PCs will be allowed to make a Gather Information DC 30 (increase the DC by +10 for every PC participating in the Gather Information check that has the enmity of the Rogues of Seltaren, decrease it by 10 for every PC participating in the Gather Information check that has the favor of the Rogues of Seltaren) due to this being very obscure knowledge, and knowledge that is purposely being hidden from the general public. Each PC that participates may assist. Bardic Knowledge or similar may also be used with the DC being the same in the specific situation, alternatively Bardic Knowledge can be used to assist somebody making the Gather Information check, but not both. For each 50gp that the party gives up in bribes, they will receive a +2 circumstance bonus to the roll. The PCs will also be required to give at a minimum 50gp for bribes and information. Read to them the following based upon if they make the check or not.

If they fail:

A meeting is set up, but there is no guarantee that this person will show. You are to show up at a dive in the non-flooded part of lower Seltaren.

It has now been a half hour past the meeting time, and this contact has yet to arrive. Just when

you think that you have been stood up for sure, the bartender approaches you, "You have been here for some time, are you waiting for somebody?" he asks.

Allow the PCs to respond.

"Well I was told to give this to a group of people that would arrive about a half hour ago looking to meet with somebody."

The Bartender then hands over a sealed note.

Wait for the PCs to open it:

"Sorry that I am late, but you should not really have expected me to show. You see the information you seek is a bit of a secret and I'm afraid that for such a pittance you will have to find somebody else to give it to you. Well, thanks for the cheap laugh and now I have spare money for drinks, cheers!" The note is left unsigned.

If they succeed:

After much running around and finding of the right people, you are able to gather some information about you questions. You have succeeded in setting up a meeting with a man who knows a bit about the Teranor's history, and is willing to talk at midnight of a local dive in upper Seltaren.

When you meet with the fellow, he is dressed in black with by dark shades of red. He orders fine wine and explains to your group the answers you seek.

"You see, House Teranor had a strange interest in the Rhennee and some stone of theirs, Eralie's Stone if I recall correctly." He takes a long sip of his wine then continues, "There was an event that took place about five years ago off the shore of the Nyr Dyv. There was a bit of a squabble over this stone by the Rhennee and some adventurers, but the stars of the show were really two noble houses that were fighting over who would get the stone. These houses were Teranor and Saevil; they were both houses of fine art, and after both houses flexed their muscles, Teranor discovered something the other did not know." Looking at your expression he smiles, and takes another sip.

"House Saevil was chasing the wrong stone and so the Teranors backed away to start a new search. Using some power, and possibly devilish magic, they tracked down its true location. That's what they thought anyway.

The thing is that the Teranors were still wrong about the stone they were chasing."

He smiles and finishes off the last of his drink with one swig.

"The stone with the power was not created by the mother or the father, but rather their son." He

then laughs catching the attention of people near by.

"Now that I have finished my drink, I have obligations to keep." He then rises from his seat and steps away from your group, "Thanks for the drink!" He says as his cape glows a bright red color, causing him to disappear in a puff of smoke.

The man is a high level member of the Black Blade. He is a graduate and was simply fulfilling part of an agreement that was set up to share information with these adventurers. With his business completed, he uses his cape of the mountebank to dimension door 450 feet away to a strategically set up room allowing him to escape with no chance of capture. He was very careful not to give any information about himself to the PCs to prevent anybody from tracking him down. The PCs may make a Spellcraft check DC 29 to identify there was a spell effect of a dimension door that made him vanish.

The End

Experience Point Summary

To award experience for this adventure, add up the values for the objectives accomplished. Then assign the experience award. Award the total value (objectives plus roleplaying) to each character.

Encounter Three

Defeat the Crypt Thing

APL 2	90 xp
APL 4	150 xp
APL 6	210 xp
APL 8	270 xp
APL 10	330 xp
APL 12	390 xp

Encounter Four

Encounter the Trap

APL 2	90 xp
APL 4	150 xp
APL 6	210 xp
APL 8	270 xp
APL 10	330 xp
APL 12	390 xp

Encounter Five

Defeat the Cleric of Syrul

APL 2	150 xp
APL 4	210 xp

APL 6	270 xp
APL 8	330 xp
APL 10	390 xp
APL 12	450 xp

Encounter Six

Deal with Trap on Treasure

APL 2	90 xp
APL 4	150 xp
APL 6	210 xp
APL 8	270 xp
APL 10	330 xp
APL 12	390 xp

Story Objective

Retrieve Staru's Stone and negotiate with a noble house to protect the Rhenee

APL 2	50 xp
APL 4	100 xp
APL 6	150 xp
APL 8	200 xp
APL 10	250 xp
APL 12	300 xp

Discretionary roleplaying award

APL 2	60 xp
APL 4	120 xp
APL 6	180 xp
APL 8	240 xp
APL 10	300 xp
APL 12	360 xp

Total possible experience:

APL 2	450 xp
APL 4	675 xp
APL 6	900 xp
APL 8	1125 xp
APL 10	1350 xp
APL 12	1575 xp

Treasure Summary

During an adventure, characters encounter treasure, usually finding it in the possession of their foes. Every

encounter that features treasure has a "treasure" section within the encounter description, giving information about the loot, coins, and magic items that make up the encounter's treasure.

The loot total is the number of gold pieces each character gains if the foes are plundered of all their oearthly possessions. Looting the bodies takes at least 10 minutes per every 5 enemies, and if the characters cannot take the time to loot the bodies, they do not gain this gold. If you feel it is reasonable that characters can go back to loot the bodies, and those bodies are there (i.e., not carted off by dungeon scavengers, removed from the scene by the local watch, and so on), characters may return to retrieve loot. If the characters do not loot the body, the gold piece value for the loot is subtracted from the encounter totals given below.

The coin total is the number of gold pieces each character gains if they take the coin available. A normal adventuring party can usually gather this wealth in a round or so. If for some reason, they pass up this treasure, the coin total is subtracted from the encounter totals given below.

Next, the magic items are listed. Magic item treasure is the hardest to adjudicate, because they are varied and because characters may want to use them during the adventure. Many times characters must cast *identify*, *analyze dweomer* or similar spell to determine what the item does and how to activate it. Other times they may attempt to use the item blindly. If the magic item is consumable (a potion, scroll, magic bolts, etc.) and the item is used before the end of the adventure, its total is subtracted from the adventure totals below.

Once you have subtracted the value for unclaimed treasure from each encounter add it up and that is the number of gold pieces a characters total and coin value increase at the end of the adventure. Write the total in the GP Gained field of the adventure certificate. Because this is a Regional scenario, characters may spend additional Time Units to practice professions or create items immediately after the adventure so this total may be modified by other circumstances.

L = Looted gear from enemy; C = Coin, Gems, Jewelry, and other valuables; M = Magic Items.

Encounter Three:

Looting the fountain

APL A: L: 0 gp; C: 300 gp; M: 0 gp

APL B: L: 0 gp; C: 300 gp; M: 0 gp

APL C: L: 0 gp; C: 300 gp; M: 0 gp

Encounter Five:

APL 2; L: 0 gp; C: 0 gp; M: +1 Full Plate Armor (220 gp), Ring of Protection +1 (167), Wand of Inflict Light Wounds (63 gp).

APL 4; 0 gp; C: 0 gp; M: +1 Full Plate Armor (220 gp), Ring of Protection +1 (167 gp), +1 Heavy Steel Shield (98 gp), Cloak of Resistance +1 (84 gp), Wand of Inflict Light Wounds (63 gp).

APL 6; L: 0 gp; C: 0 gp; M: +2 Full Plate Armor (470 gp), Ring of Protection +1 (167 gp), +1 Heavy Steel Shield (98 gp), Cloak of Resistance +1 (84 gp), Wand of Inflict Light Wounds (63 gp).

APL 8; L: 0 gp; C: 0 gp; APL 6; L: 0 gp; C: 0 gp; M: +2 Full Plate Armor (470 gp), Ring of Protection +1 (167 gp), +1 Heavy Steel Shield (98 gp), Cloak of Resistance +1 (84 gp), Periapt of Wisdom +2 (333 gp), Wand of Inflict Light Wounds (63 gp).

APL 10; L: 0 gp; C: 0 gp; M: +2 Full Plate Armor (470 gp), Ring of Protection +2 (666 gp), +2 Heavy Steel Shield (348 gp), Cloak of Resistance +2 (333 gp), Periapt of Wisdom +2 (333 gp), Wand of Inflict Light Wounds (63 gp).

APL 12; L: 0 gp; C: 0 gp; M: +2 Full Plate Armor (470 gp), Ring of Protection +2 (666 gp), +2 Heavy Steel Shield (348 gp), Cloak of Resistance +2 (333 gp), Periapt of Wisdom +4 (1333 gp), Wand of Inflict Light Wounds (63 gp).

Total Possible Treasure

APL 2: L: 0 gp; C: 300 gp; M: 450 gp - Total: 750 gp

APL 4: L: 0 gp; C: 300 gp; M: 632 gp - Total: 932 gp

APL 6: L: 0 gp; C: 300 gp; M: 882 gp - Total: 1182 gp

APL 8: L: 0 gp; C: 300 gp; M: 1215 gp - Total: 1515 gp

APL 10: L: 0 gp; C: 300 gp; M: 2213 gp - Total: 2513 gp

APL 12: L: 0 gp; C: 300 gp; M: 3150 gp - Total: 3450 gp

Special

Major Favor with the Nyr Dyv Rhennee: The Rhennee will bargain a 10% discount on the purchase of a single item from the PHB or DMG to which the PC has access, up to a maximum non-discounted purchase price of 5,000 gp. If this Favor is combined with the Major Favor with the Nyr Dyv Rhennee from URD4-05, the maximum non-discount price increases to 10,000 gp or a 15% discount on an item of 5,000 gp or less.

Favor of Lynairon: He offers you his mithral longsword and mithral chainmail to you as tokens of his gratitude. They may be purchased at 75% of book price.

Favor of Vetha Karedaiva: You may use this favor to gain one time access to one of these three items: *deck of illusion*, *glove of storing*, or *gloves of swimming*.

Curse of the Rhennee: For betraying the Rhennee, you have been cursed by Karedaiva. Each night for your next two adventures, you will suffer the effects of a *nightmare* spell, DC 19. If you gave her a lock of hair, you receive a -

10 penalty to the save. Mark if the penalty applies: Yes No _

Service of the Noble House: In return for helping House _____ obtain Staru's Stone, they will upgrade any one ability enhancement item, bracers of armor, or cloak of resistance, up to a maximum value of +3 (bracers of armor or cloak of resistance) or +6 (ability enhancement item). The house symbol is placed upon the item for all to see.

Mysterious Fortune Deck: This deck of cards radiates faint Evocation, Necromancy, and Transmutation.

Items for the Adventure Record

Item Access

APL 2:

- *wand of inflict light wounds* (Regional; DMG; 750 gp)
- *amulet of natural armor* +2 (Adventure; DMG; 8,000 gp)

APL 4 (all of APL 2 plus the following):

- *wand of ray of enfeeblement* (Regional; DMG; 750 gp)

APL 6 (all of APLs 2-4 plus the following):

- +2 *full plate armor* (Adventure; DMG; 5,650 gp)
- *amulet of natural armor* +3 (Adventure; DMG; 16,000 gp)

APL 8 (all of APLs 2-4 plus the following):

- *stone of good luck* (Adventure; DMG; 20,000 gp)

APL 10 (all of APLs 2-4 plus the following):

- +2 *heavy wooden shield* (Adventure; DMG; 4,170 gp)
- *ring of protection* +2 (Adventure; DMG; 8,000 gp)
- *amulet of natural armor* +4 (Adventure; DMG; 32,000 gp)

APL 12 (all of APLs 2-4 plus the following):

- *periapt of wisdom* +4 (Adventure; DMG; 16,000 gp)
- *amulet of natural armor* +5 (Adventure; DMG; 50,000 gp)

Appendix One – APL 2

Possessions: light mace, +1 full plate, ring of protection +1, wand of inflict light wounds, holy symbol.

Encounter 3

Crypt Thing: Undead; CR 3, Medium Undead; HD 6d12; hp 54; Init +7; Spd 30 ft.; AC 17, touch 13, flat-footed 14; Base Atk +3, Grp +3; Atk +7 melee (1d6, Claw); Full Atk +7/+7 melee (1d6, Claw); SA Scatter defilers; SQ Turn Resistance +4, undead traits; AL N; SV Fort +2, Ref +5, Will +7; Str 10, Dex 16, Con -, Int 11, Wis 15, Cha 13.

Skills and Feats: Bluff +9, Diplomacy +10, Disguise +1, Escape Artist +8, Intimidate +8, Listen +7, Sense Motive +7, Spot +8, Use Rope +3; Deflect Arrows, Improved Initiative, Weapon Finesse, Weapon Focus (claw).

Scatter Defilers (Su): Once per day a crypt thing can target its enemies with a teleportation effect, which causes them to be transported 10d10X10 feet in a random direction (Will DC 14 negates). This ability affects a number of creatures equal to the crypt thing's Hit Dice, and all targets must be within a 30-foot burst centered on the crypt thing. The transported targets cannot take any actions until their next turn. In this adventure the Crypt thing will only teleport the PCs out of the temple as many feet as rolled on the dice. This ability is Charisma Based.

Note: The Scatter Defilers ability has been used for the day.

Encounter 5

Cleric: Male Human (Suel) Clr5; CR 5, Medium Undead (Augmented); HD 5d12; hp 45; Init +1; Spd 20 ft.; AC 21, touch 12, flat-footed 20; Base Atk +3, Grp +2; Atk +2 melee (1d6-1/x2, light mace) or +2 touch (Touch Spell); SA Rebuke Undead (6), Spells; SQ Aura of Evil, Resist Control, Turn Resistance +2, Unnatural Resilience; AL LE; SV Fort +4, Ref +2, Will +7; Str 8, Dex 12, Con -, Int 12, Wis 16, Cha 17.

Skills and Feats: Concentration +6, Knowledge (religion) +9, Sense Motive +7, Spellcraft +9; Spell Focus (Necromancy), Quicken Spell, Divine Metamagic (Quicken).

Cleric Spells Prepared: (5/4+1/3+1/2+1; base DC = 13 + spell level, 14 + spell level for Necromancy) 0 – guidance (2), mending, resistance, virtue; 1 – command, shield of faith, entropic shield, bane, disguise self^{**}; 2 – hold person (3), desecrate^{**}; 3 – wrack (2), magic circle against good^{**}

^{**}Domain Spell; Deity: Syrul; Domains Evil (Cast evil spells at +1 caster level). Trickery: Bluff, Disguise, and Hide are class skills.

Appendix Two – APL 4

Possessions: light mace, +1 full plate, +1 heavy wooden shield, +1 cloak of resistance, ring of protection +1, wand of inflict light wounds, holy symbol.

Encounter 3

Crypt Thing: Undead; CR 5, Medium Undead; HD 10d12; hp 80; Init +7; Spd 30 ft.; AC 17, touch 13, flat-footed 14; Base Atk +5, Grp +5; Atk +9 melee (1d8, Claw); Full Atk +9/+9 melee (1d8, Claw); SA Scatter defilers; SQ Turn Resistance +4, undead traits; AL N; SV Fort +3, Ref +6, Will +9; Str 10, Dex 16, Con -, Int 11, Wis 15, Cha 14.

Skills and Feats: Bluff +9, Diplomacy +15, Disguise +1, Escape Artist +8, Intimidate +8, Listen +15, Sense Motive +7, Spot +12, Use Rope +3; Deflect Arrows, Improved Initiative, Weapon Finesse, Weapon Focus (claw), Improved Natural Attack (claw).

Scatter Defilers (Su): Once per day a crypt thing can target its enemies with a teleportation effect, which causes them to be transported 10d10X10 feet in a random direction (Will DC 17 negates). This ability affects a number of creatures equal to the crypt thing's Hit Dice, and all targets must be within a 30-foot burst centered on the crypt thing. The transported targets cannot take any actions until their next turn. In this adventure the Crypt thing will only teleport the PCs out of the temple as many feet as rolled on the dice. This ability is Charisma based.

Note: The Scatter Defilers ability has been used for the day.

Encounter 5

Cleric: Male Human (Suel) Clr7; CR 7, Medium Undead (Augmented); HD 7d12; hp 63; Init +1; Spd 20 ft.; AC 24, touch 12, flat-footed 23; Base Atk +5, Grp +4; Atk +4 melee (1d6-1/x2, light mace) or +4 touch (Touch Spell); SA Rebuke Undead (10), Spells; SQ Aura of Evil, Resist Control, Turn Resistance +2, Unnatural Resilience; AL LE; SV Fort +6, Ref +4, Will +9; Str 8, Dex 12, Con -, Int 12, Wis 16, Cha 17.

Skills and Feats: Concentration +10, Knowledge (religion) +11, Sense Motive +8, Spellcraft +11; Spell Focus (Necromancy), Quicken Spell, Divine Metamagic (Quicken), Extra Turning

Cleric Spells Prepared: (5/5+1/4+1/3+1/1+1; base DC = 13 + spell level, 14 + spell level for Necromancy) 0 – guidance (2), mending, resistance, virtue; 1 – command, shield of faith, entropic shield, bless, bane, disguise self^{**}; 2 – hold person (4), desecrate^{**}; 3 – wrack (3), magic circle against good^{**}, 4 – freedom of movement, unholy blight^{**}.

^{**}Domain Spell; Deity: Syrul; Domains Evil (Cast evil spells at +1 caster level). Trickery: Bluff, Disguise, and Hide are class skills.

Appendix Three – APL 6

Possessions: light mace, +2 full plate, +1 heavy wooden shield, +1 cloak of resistance, ring of protection +1, wand of inflict light wounds, holy symbol.

Encounter 3

Crypt Thing: Undead; CR 7, Medium Undead; HD 14d12; hp 116; Init +7; Spd 30 ft.; AC 17, touch 13, flat-footed 14; Base Atk +7, Grp +7; Atk +11 melee (2d6, Claw); Full Atk +11/+11 melee (2d6, Claw); SA Scatter defilers; SQ Turn Resistance +4, undead traits; AL N; SV Fort +4, Ref +7, Will +11; Str 10, Dex 17, Con -, Int 11, Wis 15, Cha 14.

Skills and Feats: Bluff +9, Diplomacy +19, Disguise +1, Escape Artist +8, Intimidate +8, Listen +19, Sense Motive +8, Spot +19, Use Rope +3; Deflect Arrows, Improved Initiative, Weapon Finesse, Weapon Focus (claw), Improved Natural Attack (claw) x2.

Scatter Defilers (Su): Once per day a crypt thing can target its enemies with a teleportation effect, which causes them to be transported 10d10X10 feet in a random direction (Will DC 19 negates). This ability affects a number of creatures equal to the crypt thing's Hit Dice, and all targets must be within a 30-foot burst centered on the crypt thing. The transported targets cannot take any actions until their next turn. In this adventure the Crypt thing will only teleport the PCs out of the temple as many feet as rolled on the dice. This ability is Charisma based.

Encounter 5

Cleric: Male Human (Suel) Clr9; CR 9, Medium Undead (Augmented); HD 9d12; hp 81; Init +1; Spd 20 ft.; AC 25 touch 12, flat-footed 24; Base Atk +6, Grp +5; Atk +5 melee (1d6-1/x2, light mace) or +5 touch (Touch Spell); SA Rebuke Undead (15), Spells; SQ Aura of Evil, Resist Control, Turn Resistance +2, Unnatural Resilience; AL LE; SV Fort +7, Ref +5, Will +10; Str 8, Dex 12, Con -, Int 12, Wis 16, Cha 18.

Skills and Feats: Concentration +12, Knowledge (religion) +13, Sense Motive +9, Spellcraft +13; Spell Focus (Necromancy), Quicken Spell, Divine Metamagic (Quicken), Extra Turning (2)

*See Appendix 3

Cleric Spells Prepared: (5/5+1/5+1/4+1 /2+1/1+1; base DC = 13 + spell level, 14 + spell level for Necromancy) 0 – guidance (2), mending, resistance, virtue; 1 – command, shield of faith, entropic shield, bless, bane, disguise self**; 2 – hold person (4), desecrate**; 3 – wrack (4), magic circle against good**, 4 – freedom of movement, wrack, unholy blight**, 5 – spell resistance, dispel good**.

**Domain Spell; Deity: Syrul; Domains Evil (Cast evil spells at +1 caster level). Trickery: Bluff, Disguise, and Hide are class skills.

Appendix Four – APL 8

Possessions: light mace, +2 full plate, +1 heavy wooden shield, +1 cloak of resistance, ring of protection +1, periapt of wisdom +2, wand of inflict light wounds, holy symbol.

Encounter 3

Crypt Thing: Undead; CR 9, Medium Undead; HD 18d12; hp 152; Init +8; Spd 30 ft.; AC 18, touch 14, flat-footed 14; Base Atk +9, Grp +9; Atk +14 melee (4d6, Claw); Full Atk +14/+14 melee (4d6, Claw); SA Scatter defilers; SQ Turn Resistance +4, undead traits; AL N; SV Fort +6, Ref +10, Will +13; Str 10, Dex 18, Con -, Int 11, Wis 15, Cha 14.

Skills and Feats: Bluff +9, Diplomacy +23, Disguise +1, Escape Artist +8, Intimidate +8, Listen +23, Sense Motive +12, Spot +23, Use Rope +3; Deflect Arrows, Improved Initiative, Weapon Finesse, Weapon Focus (claw), Improved Natural Attack (claw) x4.

Scatter Defilers (Su): Once per day a crypt thing can target its enemies with a teleportation effect, which causes them to be transported 10d10X10 feet in a random direction (Will DC 21 negates). This ability affects a number of creatures equal to the crypt thing's Hit Dice, and all targets must be within a 30-foot burst centered on the crypt thing. The transported targets cannot take any actions until their next turn. In this adventure the Crypt thing will only teleport the PCs out of the temple as many feet as rolled on the dice. This ability is Charisma based.

Encounter 5

Cleric: Male Human (Suel) Clr11; CR 11, Medium Undead (Augmented); HD 11d12; hp 99; Init +1; Spd 20 ft.; AC 25 touch 12, flat-footed 24; Base Atk +8, Grp +7; Atk +7 melee (1d6-1/x2, light mace) or +7 touch (Touch Spell); SA Rebuke Undead (15), Spells; SQ Aura of Evil, Resist Control, Turn Resistance +2, Unnatural Resilience; AL LE; SV Fort +8, Ref +5, Will +12; Str 8, Dex 12, Con -, Int 12, Wis 18, Cha 18.

Skills and Feats: Concentration +14, Knowledge (religion) +15, Sense Motive +11, Spellcraft +15; Spell Focus (Necromancy), Quicken Spell, Divine Metamagic (Quicken), Extra Turning (2)

*See Appendix 3

Cleric Spells Prepared: (5/6+1/5+1/5+1/4+1/2+1/1+1; base DC = 14 + spell level, 15 + spell level for Necromancy) 0 – guidance (2), mending, resistance, virtue; 1 – command, shield of faith, entropic shield, bless, bane, divine favor, disguise self**, 2 – aid, hold person (4), desecrate**, 3 – wrack (5), magic circle against good**, 4 – freedom of movement, wrack (2), unholy blight**, 5 – spell resistance, dispel good**, 6 – harm, mislead**.

**Domain Spell; Deity: Syrul; Domains Evil (Cast evil spells at +1 caster level), Trickery: Bluff, Disguise, and Hide are class skills.

Appendix Five – APL 10

Encounter 3

Crypt Thing: Undead; CR 11, Medium Undead; HD 22d12; hp 188; Init +8; Spd 30 ft.; AC 18, touch 14, flat-footed 14; Base Atk +11, Grp +11; Atk +16 melee (6d6, Claw); Full Atk +16/+16 melee (6d6, Claw); SA Scatter defilers; SQ Turn Resistance +4, undead traits; AL N; SV Fort +7, Ref +11, Will +15; Str 10, Dex 19, Con -, Int 11, Wis 15, Cha 14.

Skills and Feats: Bluff +9, Diplomacy +27, Disguise +1, Escape Artist +8, Intimidate +8, Listen +27, Sense Motive +16, Spot +27, Use Rope +3; Deflect Arrows, Improved Initiative, Weapon Finesse, Weapon Focus (claw), Improved Natural Attack (claw) x5.

Scatter Defilers (Su): Once per day a crypt thing can target its enemies with a teleportation effect, which causes them to be transported 10d10X10 feet in a random direction (Will DC 23 negates). This ability affects a number of creatures equal to the crypt thing's Hit Dice, and all targets must be within a 30-foot burst centered on the crypt thing. The transported targets cannot take any actions until their next turn. In this adventure the Crypt thing will only teleport the PCs out of the temple as many feet as rolled on the dice. This ability is Charisma based.

Encounter 5

Cleric: Male Human (Suel) Clr13; CR 13, Medium Undead (Augmented); HD 13d12; hp 117; Init +1; Spd 20 ft.; AC 27 touch 13, flat-footed 26; Base Atk +9, Grp +8; Atk +8 melee (1d6-1/x2, light mace) or +8 touch (Touch Spell); SA Rebuke Undead (15), Spells; SQ Aura of Evil, Resist Control, Turn Resistance +2, Unnatural Resilience; AL LE; SV Fort +10, Ref +7, Will +14; Str 8, Dex 12, Con -, Int 12, Wis 18, Cha 19.

Skills and Feats: Concentration +16, Knowledge (religion) +17, Sense Motive +12, Spellcraft +16; Spell Focus (Necromancy), Quicken Spell, Divine Metamagic (Quicken), Extra Turning (2), Greater Spell Focus (Necromancy).

Cleric Spells Prepared: (5/6+1/6+1/5+1/5+1/3+1/2+1/1+1; base DC = 14 + spell level, 16 + spell level for Necromancy) 0 – guidance (2), mending, resistance, virtue; 1 – command, shield of faith, entropic shield, bless, bane, divine favor, disguise self^{***}; 2 – aid, darkness, hold person (4), desecrate^{***}; 3 – wrack (5), magic circle against good^{***}, 4 – freedom of movement, wrack (3), unholy blight^{***}, 5 – spell resistance, slay living (2), dispel good^{***}, 6 – harm (2), mislead^{***}, 7 – quickened wrack, screen^{***}.

^{***}Domain Spell; Deity: Syrul; Domains Evil (Cast evil spells at +1 caster level). Trickery: Bluff, Disguise, and Hide are class skills.

Possessions: light mace, +2 full plate, +2 heavy wooden shield, +2 cloak of resistance, ring of protection +2, periapt of wisdom +2, wand of inflict light wounds, holy symbol.

Appendix Six – APL 12

wrack (2), *screen***, 8 – *unholy aura*, *polymorph any object***.

**Domain Spell; Deity: Syrul; Domains Evil (Cast evil spells at +1 caster level). Trickery: Bluff, Disguise, and Hide are class skills.

Possessions: light mace, +2 full plate, +2 heavy wooden shield, +2 cloak of resistance, ring of protection +2, periapt of wisdom +4, wand of inflict light wounds, holy symbol.

Encounter 3

Crypt Thing: Undead; CR 13, Medium Undead; HD 26d12; hp 224; Init +9; Spd 30 ft.; AC 19, touch 15, flat-footed 14; Base Atk +13, Grp +13; Atk +19 melee (8d6, Claw); Full Atk +19/+19 melee (8d6, Claw); SA Scatter defilers; SQ Turn Resistance +4, undead traits; AL N; SV Fort +9, Ref +14, Will +17; Str 10, Dex 20, Con -, Int 11, Wis 15, Cha 14.

Skills and Feats: Bluff +9, Diplomacy +31, Disguise +1, Escape Artist +8, Intimidate +8, Listen +31, Sense Motive +20, Spot +31, Use Rope +3; Deflect Arrows, Improved Initiative, Weapon Finesse, Weapon Focus (claw), Improved Natural Attack (claw) x 6.

Scatter Defilers (Su): Once per day a crypt thing can target its enemies with a teleportation effect, which causes them to be transported 10d10X10 feet in a random direction (Will DC 25 negates). This ability affects a number of creatures equal to the crypt thing's Hit Dice, and all targets must be within a 30-foot burst centered on the crypt thing. The transported targets cannot take any actions until their next turn. In this adventure the Crypt thing will only teleport the PCs out of the temple as many feet as rolled on the dice. This ability is Charisma based.

Encounter 5

Cleric: Male Human (Suel) Clr15; CR 15, Medium Undead (Augmented); HD 13d12; hp 135; Init +1; Spd 20 ft.; AC 27 touch 13, flat-footed 26; Base Atk +11, Grp +10; Atk +12 melee (1d6-1/x2, light mace) or +12 touch (Touch Spell); SA Rebuke Undead (15), Spells; SQ Aura of Evil, Resist Control, Turn Resistance +2, Unnatural Resilience; AL LE; SV Fort +11, Ref +8, Will +16; Str 8, Dex 12, Con -, Int 12, Wis 20, Cha 19.

Skills and Feats: Concentration +18, Knowledge (religion) +19, Sense Motive +14, Spellcraft +19; Spell Focus (Necromancy), Quicken Spell, Divine Metamagic (Quicken), Extra Turning (2), Greater Spell Focus (Necromancy), Weapon Finesse.

Cleric Spells Prepared: (5/7+1/6+1/6+1/5+1/5+1/3+1/2+1/1+1; base DC = 15 + spell level, 17 + spell level for Necromancy) 0 – *guidance* (2), *mending*, *resistance*, *virtue*; 1 – *command*, *shield of faith*, *entropic shield*, *bless*, *bane*, *divine favor*, *doom*, *disguise self***; 2 – *aid*, *darkness*, *hold person* (4), *desecrate***; 3 – *dispel magic*, *wrack* (5), *magic circle against good***, 4 – *freedom of movement*, *wrack* (4), *unholy blight***, 5 – *spell resistance*, *slay living* (3), *dispel good***, 6 – *harm* (3), *mislead***, 7 – *quicken*

Necropolitan from Libris Mortis

Size and Type: The creature's type changes to undead, and it gains the augmented subtype. Size remains unchanged.

Hit Dice: Increase to d12

Special Qualities: A Necropolitan retains all the special qualities of the base creature and gains those described below.

Resist Control (Ex): A Necropolitan has a +2 profane bonus to their Will saving throws to resist the effect of a *Control Undead* spell.

Turn Resistance (Ex): A Necropolitan has +2 turn resistance.

Unnatural Resilience (Ex): Necropolitans automatically head hit point damage and ability damage at the same rate as living creatures. The heal skill has no effect on Necropolitans; however negative energy (such as an inflict spell) heals them.

Abilities: Same as base creature, except that as undead creatures, Necropolitans have no Constitution score.

Challenge Rating: Same as base creature

Crypt Thing from Fiend Folio.

Medium-Size Undead

Hit Dice: 6d12 (54)

Initiative: +7

Speed: 30 ft.

AC: 17 (+3 Dex, +4 natural), touch 13, flat-footed 14

Base Attack/Grapple: +3/+3

Attack: Claw +7 (1d6)

Full Attack: 2 claws +7 (1d6)

Special Attacks: Scatter defilers

Special Qualities: Turn Resistance +4, undead traits

Saves: Fort +2, Ref +5, Will +7

Abilities: Str 10, Dex 16, Con -, Int 11, Wis 15, Cha 13

Skills: Bluff +6, Diplomacy +10, Disguise +1, Escape Artist +8, Intimidate +8, Listen +7, Sense Motive +7, Spot +8, Use Rope +3

Feats: Deflect Arrows (B), Improved Imitative, Weapon Finesse, Weapon Focus (claw)

Challenge Rating: 3

Appendix Seven – New Rules

Scatter Defilers (Su): Once per day, a crypt thing can target its enemies with a teleportation effect, which causes them to be transported 10d10X10 feet in a random direction (Will DC 14). Targets that fail their saves arrive safely in the closest open space to the destination (including shifting up or down if necessary) if a solid body occupies that location. This ability affects a number of enemies equal to the crypt thing's Hit Dice, and all targets must be within a 30-foot burst centered on the crypt thing. The transported targets cannot take any action until their next turn. The DC is Charisma based.

Note: This ability has been modified to move creatures in one direction (directly out of the temple) for this module.

Turn Resistance (Ex): While within 50 feet of the location or object it guards, a crypt thing is treated as an undead with 4 more Hit Dice than it actually has for the purpose of the turn, rebuke, command, or bolster attempt.

Undead Traits: A crypt thing is immune to mind-affecting effects, poison, sleep, paralysis, stunning, disease, death effects, necromantic effects (unless they specifically affect undead), and any effect that requires a Fortitude save unless it also works on objects. It is not subject to critical hits, non-lethal damage, ability damage, ability drain, or death from massive damage. A crypt thing cannot be raised, and resurrection works only if it is willing. A crypt thing has darkvision (50-foot range).

Fossergrim from Fiend Folio.

Medium-Size Fey (Aquatic)

Hit Dice: 5d6+15 (37)

Initiative: +7

Speed: 30 ft., swim 60 ft.

AC: 18 (+2 Dex, +6 Armor), touch 12, flat-footed 16

Base Attack/Grapple: +2/+4

Attack: +3 melee (1d8+3 Masterwork Longspear) or +3 melee (1d8+2 Masterwork Battleaxe), or +3 melee (1d8+2 Masterwork handaxe), or +6 ranged (1d8+2 Masterwork Longbow).

Full Attack: +3 melee (1d8+2 Masterwork Longspear), or +3 melee (1d8+2 Masterwork Battleaxe) and +3 melee (1d8+2 Masterwork Handaxe), or +6 ranged (1d8 Masterwork longbow)

Special Attacks: True strike (in water only)

Special Qualities: Fast Healing 5 (in splashing water only), low-light vision, SR 15 (In splashing water only), waterfall dependency

Saves: Fort +4, Ref +7, Will +6

Abilities: Str 15, Dex 17, Con 16, Int 12, Wis 15, Cha 18

Skills: Diplomacy +13, Heal +9, Hide +10, Knowledge (nature) +10, Survival +9, Swim +17

Feats: Improved Initiative, Two-Weapon Fighting

Alignment: Always Neutral

Challenge Rating: 5

True Strike (Sp): As long as both a Fossegrim and its opponent are standing in the fossegrim's river, the Fossegrim gains a +20 insight bonus on attack rolls as if affected by the spell *true strike*. The distance between the Fossegrim and target does not matter, although range increments still apply.

Fast Healing (Ex): When in splashing water, a Fossegrim regains lost hit points at the rate of 5 per round. Fast healing does not restore hit points lost from starvation, thirst, or suffocation, and it does not allow a Fossegrim to regrow or reattach lost body parts.

Waterfall Dependency (Su): Each Fossegrim is mystically bound to a large waterfall and must never stray more than 1,000 feet from it. Any who do become ill and die within 4d6 hours. A Fossegrim waterfall does not radiate magic.

New Feats as presented in Complete Divine

Divine Metamagic [DIVINE]

You can channel energy into some of your divine spells to make them more powerful.

Prerequisite: Ability to turn undead or rebuke undead.

Benefit: When you take this feat, chooses a metamagic feat you possess, this feat applies only to that feat. As a free action, you can take the energy from turning or rebuking undead and use it to apply that metamagic feat to a spell you know. You must spend one turn or rebuke attempt, plus an additional attempt for each level increase in the metamagic feat you're using. For example, Jozan the cleric could sacrifice three turn attempts to empower a *holy smite* he's casting. Because you're using positive or negative energy to augment your spells, the spell slot for the spell doesn't change.

Special: This feat may be taken multiple times. Each time you take this feat chooses a different metamagic feat you have to apply it to.

New Spell presented in Complete Divine

Wrack

Necromancy [Evil]

Level: Cleric 3, sorcerer/wizard 4

Components: V,S

Casting Time: 1 standard action

Range: Close (25 ft. +5 ft./2 levels)

Area: One humanoid

Duration: 1 round/level

Saving Throw: Fortitude negates

Spell Resistance: Yes

A humanoid subject of the spellcaster's choosing is wracked with such pain that he doubles over and collapses. His face and hands blister and drip fluid, and the eyes cloud with blood, rendering him blind. For the duration of the spell, the subject is considered helpless and cannot take actions.

When the spell ends, the subject is still visibly shaken and suffers a -2 penalty on attack rolls, saves, and checks for 3d10 minutes. The subject's sight returns at the end of the spell's duration.

Appendix Eight – NPC Stats

allow a Fossergrim to regrow or reattach lost body parts.

Waterfall Dependency (Su): Each fossergrim is mystically bound to a large waterfall and must never stray more than 1,000 feet from it. Any who do become ill and die within 4d6 hours. A fossergrim waterfall does not radiate magic.

Encounter 1

Karedaiva, The Wise Woman: Female Human (Rhennee) Sor8/Veth6; CR 14, Medium humanoid (human); HD 14d4; hp 43; Init +1; Spd 30 ft.; AC 19, touch 11, flat-footed 18; Base Atk +7, Grp +6; Atk +7 melee (1d4-1, Masterwork Dagger); Full Atk +7/+2 melee (1d4-1, Masterwork Dagger); SA Spells; SQ Improved Caster Lvl*, Hex Master**, AL N; SV Fort +2, Ref +3, Will +11; Str 8, Dex 12, Con 10, Int 14, Wis 14, Cha 19.

*Casts all of her spells as 14th level caster.

**+6 caster level for the spells with the * mark.

Skills and Feats: Bluff +12, Concentration +11, Heal +6, Knowledge (arcana) +18, Knowledge (geography) +13, Knowledge (local, metaregion IV) +9, Sense Motive +14, Spellcraft +21, Spell Focus (Enchantment), Greater Spell Focus (Enchantment), Enlarge Spell, Extend Spell, Heighten Spell, Craft Wondrous Item.

Sorcerer Spells: (6,7,7,6,4) base DC = 14 + spell level, +2 for Enchantment) 0 – *mending, light, resistance, detect magic, read magic, prestidigitation*; 1 – *mage armor, charm person**, *jump, identify*; 2 – *detect thoughts, locate object, blindness/deafness*; 3 – *clairaudience, suggestion**; 4 – *locate creature, bestow curse**

Vetha Spells: (7,6,4) base DC = 14 + spell level, +2 enchantment) 1 – *animate rope, comprehend languages, cause fear**, *obscuring mist*; 2 – *arcane lock, blur, fog cloud, bear's endurance*; 3 – *greater magic weapon, slow*.

Possessions: *elixir of swimming, gloves of arrow snaring, horn of fog, ring of protection +4, deck of tarot cards.*

Encounter 7

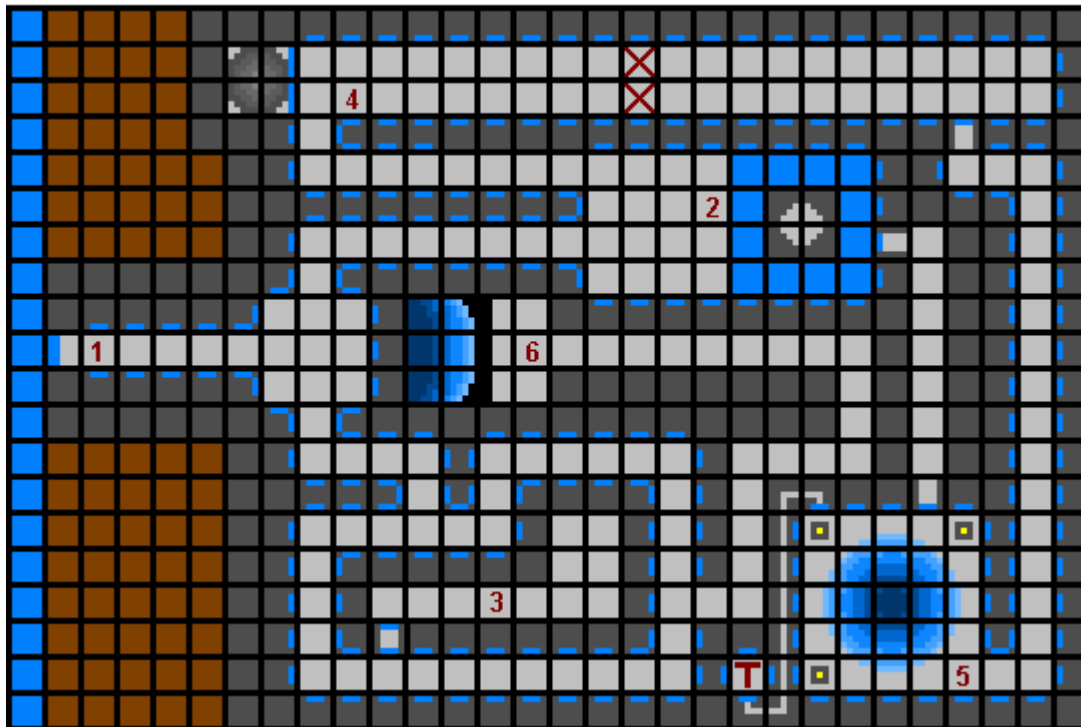
Lynaïron Male Fey; CR 6, Medium Fey (Aquatic); HD 5d6+15; hp 33; Init +7; Spd 30 ft. Swim 60 ft.; AC 18, touch 12, flat-footed 16; Base Atk +2, Grp +4; Atk +3 melee (1d8+3, Masterwork Longsword); Full Atk +3 melee (1d8+3, Masterwork Longsword); SA *True strike* (water only); SQ: *Fast Healing 5* (in splashing water), low-light vision, SR 15 (in splashing water only), waterfall dependency; AL N; SV Fort +4, Ref +7, Will +6; Str 15, Dex 17, Con 16, Int 12, Wis 15, Cha 18.

Skills and Feats: Diplomacy +13, Heal +9, Hide +10, Knowledge (nature) +10, Sense Motive +10, Spot +9, Survival +9, Swim +17, Improved Initiative, Dodge

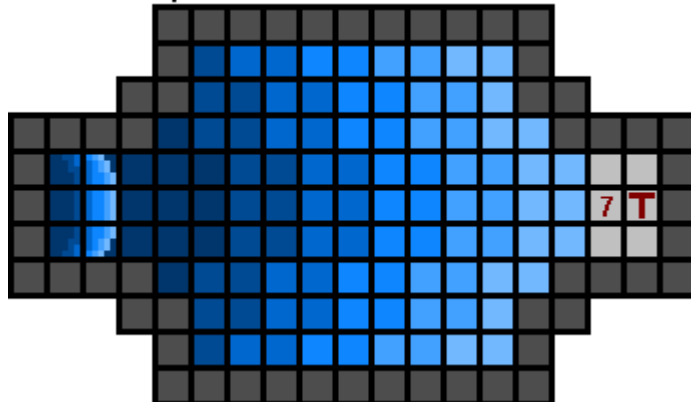
Fast Healing (Ex): When in splashing water, a fossergrim regains lost hit points at the rate of 5 per round. Fast healing does not restore hit points lost from starvation, thirst, or suffocation, and it does not

Judge Aid #1: Temple Map

Water Temple Floor One



Water Temple Basement 1



Legend	
5 Foot Square	
Water Running Down Wall	
Treasure Chest	
Waterfall	
Statue/Altar	
Lantern	
Trap Trigger	
Secret Passage	

Player Handout #1 – Strange Dream

You see yourself surrounded by many people, some of whom you have met and some you have never seen before. The number of them is vast and too numerous to count. You notice that everything you see lacks color as well as sound. In the distance you hear a voice that calls out a few names, your name included. The color returns, for only you and these people. The rest of the people and the surroundings fade away, leaving only your group there in a void of emptiness. A light then shines down a short distance away from you revealing a Rhennee lady seated at a table. She has a very exotic look to her as she is dressed in various colors and has many charms hanging from her clothing.

She is looking into a crystal ball, and motions for you to come forward. The crystal ball begins to glow revealing a birds eye view of the city of Leukish, the capital of the Duchy of Urnst. The woman speaks, “My people are in need of your help, seek me out here and I can promise great fortune in your future.” She then waves her hand and she fades away, her voice echoes in you mind, “I feel that you are the only ones who can help us, please hurry and perhaps we can make both of our futures very profitable!”

Player Handout #2 – Letter from Myrya

Dear friend.

It has been some time since you helped me and my fellow Rhennee out of the prison. I remember how helpful you were there, and so now it is time for me to ask you for your help once again. The root of the problem still exists. The noble houses, primarily the house of Saevil, continue to oppress my people, for crimes we do not commit. There are events that are coming, like a large wave that will crash into the shore, and my people will need somebody to help protect them. I ask that you go to Leukish, and from there find the Wise Woman. She is constantly moving between Leukish and Seltaren in her business of fortune telling. If you would work with her, you would once again gain my favor in the future.

Sincerely

Vetha Myrya

P.S. I am asking you to do this as a friend of mine and not because of my position among my people.

Player Handout #3 – List of Noble Houses

Baercol

Kaste

Meissel

Reede

Saevil

Szabo

Teranor

Xiotha